



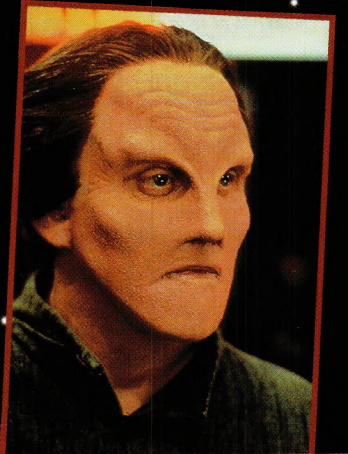
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Seven of Nine's Unimatrix
A reunion with her fellow drones

Time Travel Devices
Surfing the timeline in style

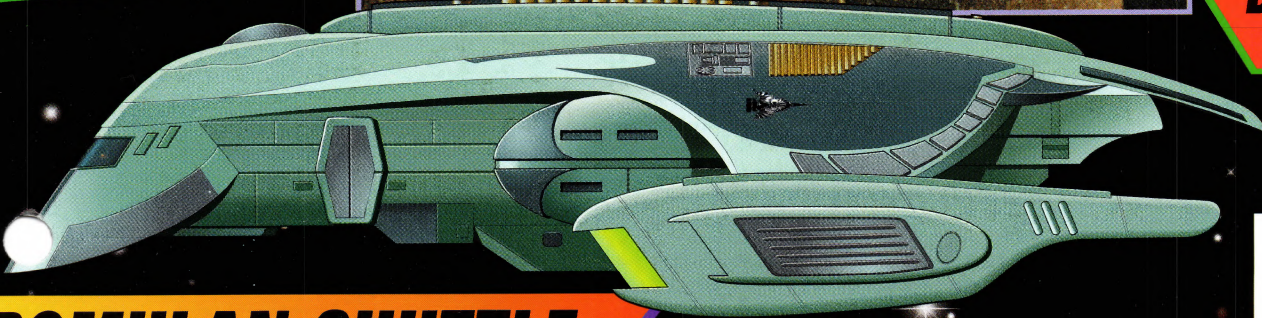


Changeling Laas
Antisocial shapeshifter



Starfleet Survival Tactics
Overcoming hazardous conditions

Devore Imperium
Persecuting telepaths



ROMULAN SHUTTLE
Serving the Star Empire

ISSN 1364-3983



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Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

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Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

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Colour reproduction by Bright Arts Graphics (S) Pte Ltd

Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055)

PHOTO EDITOR, LOS ANGELES: Larry Nemecek

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THE BORG
COLLECTIVE

The Guide to the STAR TREK Galaxy

FILE 15

CARD 9

UNIMATRIX ZERO ONE



THE BORG
COLLECTIVE

The members of **Unimatrix Zero One** regain their individuality when they become separated from the **Borg** collective. The drones find that their newfound freedom brings with it pain, confusion, and fear.

When a small **Borg** vessel crashlands on a planet designated as **865 Alpha** in 2368, the four surviving drones are cut off from the link that binds them to the collective. Despite their secondary protocols, individuality quickly begins to emerge in the four members of **Unimatrix Zero One**, and the drones start to remember who they were before assimilation. The hatred that **Two of Nine**, **Three of Nine**, and **Four of Nine** once felt for the Borg resurfaces, and the trio try to find ways to avoid being reassimilated.

Emergent individuals

Two of Nine is a direct, middle-aged male who serves as the unimatrix's **Primary Adjunct**. Before assimilation he was a mathematician, "calculating equations for another man." Sheltering on 865 Alpha, the drones build a

fire that prompts Two of Nine to recall an incident from his past – he remembers warming his hands before a flame in a hearth. As other memories slowly resurface, Two of Nine grows angry that the Borg have replaced his hand, and he smashes the group's communications beacon in the hope that this will impede the Borg's 'rescue' attempt.

Three of Nine is an equally strong-willed woman, and is the first of the drones to recall her real name – **Marika Wilkarah**. Before she was assimilated and given the role of **Auxiliary Processor of U.S.S. Excalibur NCC-26517**. She was on duty when the Borg attacked and assimilated the ship's crew. The food that she consumes around the campfire reminds her of her past as well – it tastes like a bird she used to eat. As she looks out at the fog-

▼ *The three former drones catch up with Seven of Nine aboard the U.S.S. VOYAGER in 2376.*



shrouded swamp around them, Three remembers that she was once afraid of the dark.

Four of Nine is not nearly as assertive as Two and Three. Originally the **Secondary Adjunct** of the unimatrix, he is given the task of removing implants from one of the drones that did not survive the crash, but finds the process profoundly uncomfortable. At one point Four stops what he is doing and says that it is an "error"; in his previous life, such an act went against the will of **Brothara**, a supernatural

deity worshipped by his people, **Species 571**. Even after he is challenged about his use of the word 'I,' Four cannot put a stop to the memories suddenly flooding his mind. The food he eats on the planet reminds him that he once prepared meals for his parents, and that it was his duty to care for them. His name was **P'Chan**, son of **Dornar** and **Ansha**, and the family lived in a small building by a river. The Borg killed P'Chan's parents, and his anger at their death causes him to make the strongest statement of the

three: "I hate the Borg!"

The drones newfound freedom proves to be short-lived. **Seven of Nine**, formerly the human child **Annika Hansen**, also survives the crash, but she experiences the return of her memories in a very different way, feeling threatened by being left alone with her thoughts.

Mental link

Using Borg **nanoprobes**, Seven restructures the left parietal lobes of the other drones' brains, forcing them into a mental link with each other. That way, they are



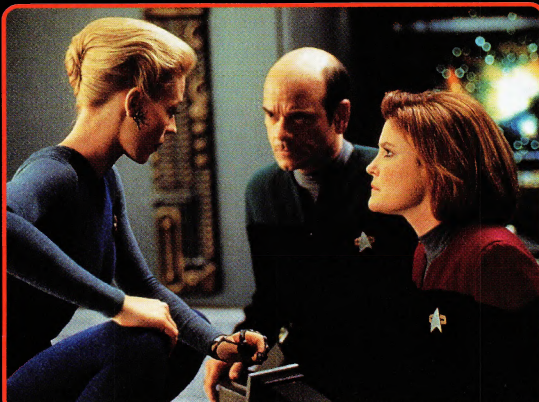
▲ *In 2368, Unimatrix Zero One crashlands on planet 865 Alpha. Seven of Nine feels compelled to bring her fellow drones back to the collective.*

RESURFACING PERSONALITIES

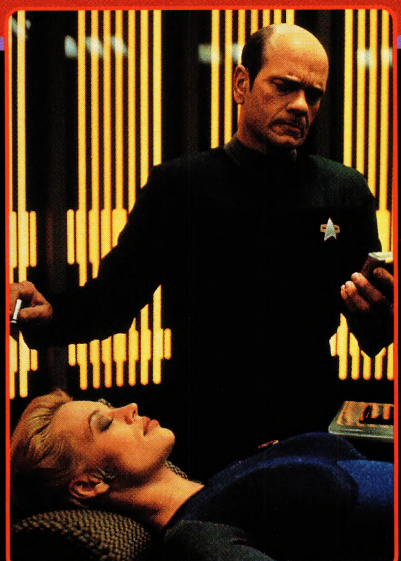
Possessed by the assimilated

In 2375, the crew of the **U.S.S. Voyager NCC-74656** bring a Borg **Vinculum** aboard the ship. This intricate piece of technology has the undesired side-effect of forcing Seven of Nine to recall many of the individuals she once assimilated, including a male **Klingon** warrior, a young human girl, and a **Ferengi**. This intense experience places an incredible strain on Seven's cerebral cortex, one which medical technology cannot correct. Fortunately, a mind-meld initiated by **Tuvok** allows Seven to make peace with her conflicting personalities, and she enjoys a full recovery.

▼ *Seven manifests a number of alien personalities who can converse with the crew.*



► *The EMH finds that Starfleet medical science can do little for Seven's condition.*





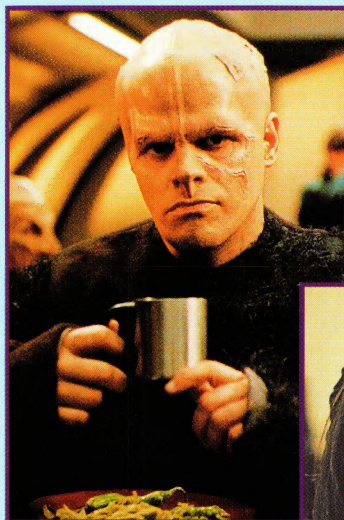
The Guide to the STAR TREK Galaxy

FILE 15 CARD 9

UNIMATRIX ZERO ONE



Four of Nine is a gentle, softly spoken man. Prior to his assimilation by the Borg, he devoted his time to caring for his parents.



easier to control until the Borg finally rescue them. Seven hides the evidence of what she has done, even from herself.

When the surviving members of Unimatrix Zero One are returned to the collective, it soon becomes clear that the effects of Seven of Nine's tampering cannot be reversed, even with the Borg's vast technological knowledge, so the three drones are reassimilated with their special link intact. For most Borg, the constant presence of the millions of voices of the collective inside their heads becomes a kind of "white noise" that can be ignored, but that is not the case for the trio. They find the totality of their shared thoughts so intolerable that they flee from the collective.

Surgical procedure

The group then travel to **Inavar Prime**, where a surgeon removes their implants; the doctor does a poor job, leaving them with visible scars. Moreover, the removal of their implants does not free the ex-drones from the link created by Seven of Nine. Since their memories of the events are blocked, the group decide to seek out Seven and force her to tell them why the link exists, and how it was put



Three of Nine is of Bajoran descent. She once worked in engineering aboard the U.S.S. EXCALIBUR NCC-26517 until assimilated.

surrendered to the Borg and deprived of their individuality.

After they are revived, each of the three chooses a different way of spending the time that remains to them. Two of Nine decides to live out the rest of his life on a **Markonian** outpost, where he can meet new people and enjoy the sights and sounds of the bustling station. Three elects to remain on *Voyager*, welcoming the chance to be back on a Federation ship, while Four of Nine takes another path entirely,

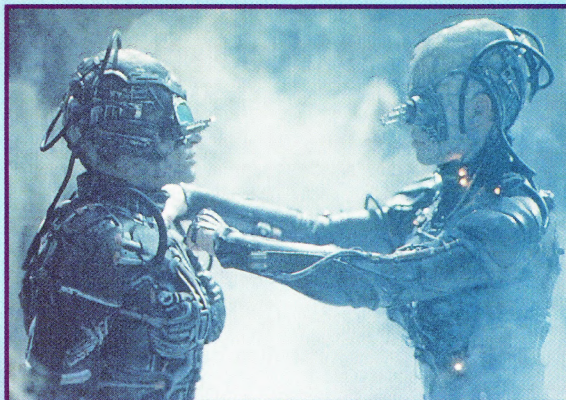
into place.

In the intervening years, Seven has also left the collective, joining the crew of the **Federation** starship **U.S.S. Voyager NCC-74656** in early 2374. When confronted by her former colleagues, she is unable to break the neural link that exists between them, although she at least manages to recreate their memories. As visions of the past slowly return, the three former drones are overwhelmed by the experience and start to lose control. Their higher brain functions, linked through cortical implants, are overloaded, and they all fall into a type of coma.

Voyager's Doctor believes there are only two courses of action he can take. The trio can be revived and given a fresh taste of the individuality they crave so much, but this will leave them with less than a month to live. Alternatively, they can be returned to the Borg to live out their full lives as assimilated drones. It is left to Seven to make the final decision; she chooses to undo her earlier actions as much as possible, ensuring that this time the group will not be

Seven forces the three surviving members of Unimatrix Zero One to share a mental link with each other.

Seven of Nine tracks the members of Unimatrix Zero One through a wood before she reassimilates them.



heading for an uninhabited planet several light years away, where he can spend his remaining time in the open air.

Forgiveness

The group also do their best to come to terms with Seven's actions. Two of Nine says the least about it, merely nodding at her as he leaves. Three of Nine is

more direct, stating that while she may never forgive Seven for what she did, she does at least understand the reasons behind her decision. Four of Nine's people do not believe in harboring grudges, and so wishes Seven well before he departs. One can only hope that each finds the peace and freedom they deserve.

GALAXY FACTS

During the time that the four members of Unimatrix Zero One are stranded on planet 865 Alpha, they are forced to forage for food. The quartet of drones eventually resort to hunting and killing a large animal, which they then cook on a camp fire.

ABANDONED COLLECTIVE

Children of the Borg

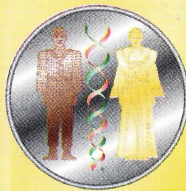
In 2376, the **U.S.S. Voyager NCC-74656** crew encounter a **Borg cube** which has been separated from the collective. All of the vessel's mature drones are dead, victims of a deadly pathogen, and it is now inhabited entirely by Borg children. The children are brought aboard *Voyager*; their implants are removed, and they begin the process of readjusting to life as unique young individuals.



The Borg children take part in the first annual science fair on the **U.S.S. VOYAGER NCC-74656**.



In their assimilated state, the Borg children are incomplete drones with emotional problems.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 124



OTHER GROUPS
AND RACES

THE DEVORE IMPERIUM

The Devore Imperium is made up of a confederation of systems in the Delta Quadrant. They are a militaristic, rigidly disciplined, and stratified society, with a mistrust of species that exhibit telepathic abilities.

The Devore are bipedal humanoids, distinguished by the protruding facial ridges that arc out from the bridge of their noses and reach to the outer corner of each eye. Three small, arrow-shaped ridges rise from the top of this brow crest; a further vertical ridge – a narrow ellipse approximately an inch and a half long – appears in the center of their foreheads.

Stop and search

The Devore's greatest visibility comes through their militia, who, under the polite euphemism of an

'inspectorate,' may appear at any time out of the surrounding space to terrorize Imperium subjects. Their graceful triangular ships shimmer into visibility as their **refractive shielding** is deactivated, and are frequently the last thing their enemies ever see. Refusal of an 'inspection,' whether you are a subject of the **Devore Imperium** or merely an unwary traveler, is cause for instantaneous destruction. The region of space inhabited by the Imperium is sufficiently large that it takes several weeks to traverse, even at warp speeds.

The Devore military uniforms are somber, and designed to intimidate. They consist of a black, high-necked body suit, with calf-length boots, short gloves, padded shoulders, and a prominent weapons harness. When off-duty, the Devore affect softer materials and colors, similar to velvets and felts in pastel purples and grays, but the cut remains severe, though aesthetically pleasing. Indeed, despite their militaristic culture, the Devore believe they have a well-developed aesthetic sensibility, appreciating music, art, design, and the beauties of nature, although



▲ *The Devore race are distinguished by the delicate facial ridges that grace their foreheads, just above their eyes.*

they will not hesitate to obliterate any such aesthetic treasures that stand in their way.

Only males, it appears, are allowed to enlist in the Devore militia, implying a lack of societal equality between the sexes. In fact, no Devore females have yet been seen, although the males' lack of surprise or curiosity concerning the women of other races seems to indicate that there are females back on the homeworld.

Telepath restraint

How the Devore rose to power and dominated a substantial sector of the **Delta Quadrant** is still a matter for conjecture; however, they seem to have encountered

THE BRENARI

Devore attacks

Many Brenari, a subject race of the Devore Imperium, exhibit signs of telepathic ability. As the need for telepaths to escape from the Imperium becomes of the utmost importance, a 'freedom train' network of contacts and transports is established, though it is subject to frequent revision owing to Devore inspections.

The Brenari are human in appearance, with only a small, butterfly-shaped protrusion between the eyes marking them out as an alien species. They are a gentle and contemplative people, devoted to their families, whose greatest misfortune is to be born into a region that hates and fears them for their innate qualities.

▶ *Captain Janeway is instrumental in helping 12 Brenari refugees escape from the Devore in 2375.*



▶ *Brenari children make use of their telepathic abilities from a young age, much to the horror of the Devore.*



▶ *The Brenari flee the Devore with the aid of two borrowed Starfleet shuttlecraft.*



Designation Devore
Class M **Quadrant** Delta
Inhabitants Humanoid

Location The Devore Imperium occupies a vast region of space in the Delta Quadrant.

Features The Devore are a paranoid and intolerant race. They persecute all telepathic life forms, and conduct random searches of any alien vessels that traverse their space.

Laws An exhaustive list of protocols are used to restrict the movement of alien vessels through Devore space.

Starship log STAR TREK: VOYAGER 'Counterpoint'

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- 6 THE KAZON
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- 74 THE ENARANS

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GALAXY FACTS

▶ Among the many regulations concerning the Devore's interaction with strangers, or 'Gaharay,' perhaps the most frequently evoked is Imperative 32, Codicil 626. It states that "All Gaharay vessels that deviate from prescribed flight vectors will be impounded, their crews detained and relocated."

significant resistance from telepathic races or individuals at some time in the past, since one of the primary objectives of their inspections is to identify and imprison any telepaths carried by the inspected vessels. The Devore demonstrate an almost pathological hatred and fear of telepaths, and their soldiers undergo years of rigorous mental training to shield their minds from telepathic incursions. When identified, telepaths are taken into custody and relocated to detention centers.

Reluctant passage

Provided that they are not harboring any telepathic personnel, ships from outside the Imperium – contemptuously referred to as 'Gaharay' vessels, from the Devore word for



OTHER GROUPS AND RACES

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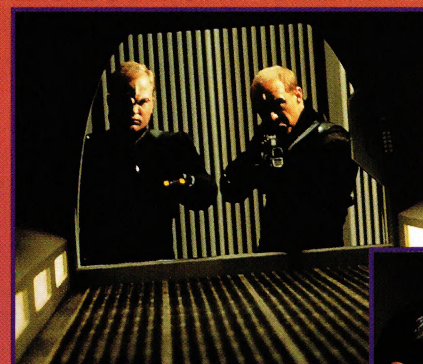
THE DEVORE IMPERIUM



OTHER GROUPS AND RACES



▶ **Kashyk is devious and fiercely intelligent – traits that are particularly useful for inspectors.**



▶ **The Devore search all areas of a ship for signs of telepathic travelers.**



▶ **Captain Janeway gives Kashyk a kiss before he leaves the U.S.S. VOYAGER, although she is well aware that he intends to betray her.**



▶ **The Devore's dark, militaristic uniforms reinforce their intimidating presence.**

'strangers' – are permitted to travel through Devore space. Permission to travel is granted only with restrictions, prohibitions, and outright threats, however, so that the sector is routinely avoided by outsiders unless crossing it is absolutely essential.

'Gaharay' ships must adhere rigidly to a pre-determined flight path and submit to random inspections, during which all cargo, personnel, and technology are subjected to intense scrutiny. At even the slightest sign of resistance, the vessel will either be destroyed, or, if considered useful to the Imperium, be impounded and the personnel

imprisoned. Even for ships that pass the Devore inspections, there is still a toll to be paid. Unrestricted access to the 'Gaharay' ship's databases means that the Devore gain valuable technological and scientific information from each inspection, which no doubt contributes to their dominance over others. Their contempt for 'lesser' species does not preclude the theft of their data.

During their journey through the Delta Quadrant, the crew of the **Federation** starship **U.S.S. Voyager NCC-74656** encounter the Devore when an agreement to traverse Imperium territory is negotiated by **Captain Kathryn Janeway**

in 2375. Already resorting to subterfuge to conceal the **Vulcans** and **Betazoids** – borderline telepathic races – in her own crew, Janeway's position is further complicated when she rescues a dozen telepathic **Brenari** refugees who are attempting to flee the Imperium. These fugitives are dematerialized and concealed, along with *Voyager's* telepathic crew, in the ship's **transporter matrix** during Devore inspections.

Unexpected aid

After weeks of 'hide and seek,' with frequent inspections from the Devore, *Voyager* is hailed by a **Devore scoutship** piloted by **Kashyk**, one of the inspectorate's senior officers. He claims a new-found sympathy for the Brenari refugees, wishing to help them, and himself, safely defect from the Imperium. He gives the **Starfleet** crew valuable assistance in finding a wormhole that will take the Brenari to a safe haven, and during his stay on *Voyager*, a grudging respect for each other's abilities, and an undeniable sexual tension, builds up between himself and Janeway.

During a final inspection,

however, Kashyk reveals his true objectives: he merely wants *Voyager's* technological assistance in locating the wormhole so that he can destroy it, thereby cutting off an escape route for telepaths and gaining the prestige of a captured Federation starship into the bargain. When Kashyk fires upon the wormhole's apparent location, however, he is shocked to learn that the *Voyager* crew have anticipated his treachery and given him false sensor readings – the wormhole is still light years away.

By the time the Devore can initiate pursuit, the Brenari, concealed by the Devore's own refractive shield technology, have already reached safety in two of *Voyager's* shuttles. When Kashyk realizes that he will be severely disciplined if this catastrophic failure appears on his record, he orders his crew to forget the entire incident, and allows *Voyager* to depart unchallenged. The Starfleet crew have undermined the authority of the Imperium and lived to tell the tale; their example may well inspire other downtrodden races to rise up against their cruel Devore masters.

DR. TORAT

Wormhole expert

The only other subject race of the Imperium encountered by the crew of the **U.S.S. Voyager NCC-74656** is an unnamed species represented by **Dr. Torat**. This brilliant scientist helps Captain Kathryn Janeway to locate the wormhole, or "intermittent cyclical vortex," that may lead the Brenari to freedom. Dr. Torat's skin is gray-green, shading to pink around the mouth and eyes. His mouth is framed by a wedged upper lip, giving it a triangular appearance. Brow ridges protect his eyes, and curve down to two prominent nostrils. When agitated or under extreme duress, Torat rapidly inflates a facial skin sack positioned around his nose.

Torat's species fuel their ships with a rare mercurium isochromate compound, which is easily replicated aboard *Voyager*; it is the promise of supplies of this substance that leads the eminent scientist to aid the Brenari escape from the Devore.



▶ **When Dr. Torat becomes excited or agitated, a skin sack inflates around his nose.**



▶ **Torat exchanges his scientific knowledge for supplies of a rare compound.**



STARFLEET ACADEMY

FIELD TRAINING

STARFLEET SURVIVAL TECHNIQUES

Starfleet ensures that all its officers are given intensive survival training, so that away teams and landing parties can cope with any inhospitable terrain.

Starfleet personnel on active duty can expect to undertake missions in potentially hazardous and unknown territories, whose environments may render issued equipment useless. Under normal circumstances, an away team can rely on the support of its assigned vessel. If communication is lost, however, or conditions arise which make transportation via shuttlecraft or **transporters** impossible, the crew may have to revert to survival tactics in order to stay alive until they are rescued.

Ever ready

Starfleet has always strived to provide its away teams with as much equipment, aid, and support as possible. Issued equipment is often mission specific, and matched to the environment in which the crew member may be entering, although a **communicator** and hand weapon have been standard issue since 2254, unless the territory is known to be safe. A typical pack for prolonged missions may also include a **phaser rifle**, **tricorder**, small portable heater, lightweight heat-reflecting blanket, thin sleeping roll, and rations contained within a backpack. Medical kits are supplied for emergencies, and are equipped with a **dermal regenerator**, bandages, a **hypospray**, and supplies of plasma and painkillers. An injured crew member will be treated with basic first aid

in the field, and then transported back to proper medical facilities at the earliest opportunity.

First aid is mandatory training for Starfleet personnel, although serious medical emergencies may of course go beyond this rudimentary instruction. If a crew member has external bleeding after an accident, Starfleet personnel are trained to bring this under control by following the correct method of applying pressure around an open wound. In the event that a medical kit is not available, the improvised production of tourniquets, splints, and wound dressings from any available source is stressed, along with the importance of keeping the patient conscious in cases of serious injury.

Starfleet survival training also reminds officers that they should never panic. A lack of discipline in a dangerous situation can lead to impaired judgment; every opportunity should be taken to ascertain all the facts, and crew members should undertake a comprehensive study of the terrain, investigate potential hazards, and search for useful materials. The chain of command is passed downward if the senior officer is incapacitated, leaving the calculation of survival options up to the personnel available.

Survival instinct

The primary consideration when faced with an unknown environment is how to find shelter, water, and food. If the crew are equipped with a tricorder, locations can be scanned and any water source checked for toxins. When communications are lost with the ship, distress buoys or locator signals may be activated if available; if not, then a means of contacting the ship is sought through any available technology. In the event of personnel leaving a crash site to seek shelter, a visual marker may



In 2367, Captain Jean-Luc Picard and Wesley Crusher follow Starfleet survival techniques when the ship they are traveling on crashlands on an inhospitable planet. Their first act is to find shelter from the world's searing heat.



Captain Picard and Wesley Crusher utilize headscarves to shield themselves from the intense heat; Dirgo, the captain of the NENEBEK shuttle, does not follow their example. The group manage to locate a cave that provides some shelter.

be fashioned to point the way for search and rescue craft attempting to locate the survivors.

Natural shelter is investigated near the location of the landing. Mountains, caves, and rocks often have overhangs which can protect from the sun, rain, and wind, and they may also generate breezes which keep insects away.

Indigenous life forms may be hostile, so a base camp is constructed to defend against possible attack, with weapons fashioned from any available source. Bones, wood, and vines should be fashioned into spears, clubs, bows and arrows, which can be used in hunting and combat if required. Similarly, tools may be constructed for use in building and cooking – the golden rule of survival is to waste nothing. Areas which are deemed to be unsafe are declared out of bounds, with clear safety protocols issued to match any possible hazard.

Extremes of heat or cold add an extra element of difficulty to survival. Human beings cannot endure excessively high or low temperatures for very long, although there are certain techniques which prolong consciousness. Shared body warmth can be effective if personnel huddle together with a



In 2374, Jadzia Dax is injured during a battle with the Jem'Hadar. She is accompanied on her mission by Worf, and in line with Starfleet's regulations, they carry with them a standard medkit. This alleviates Jadzia's life-threatening injuries.



The medical tricorder that is part of the away team medkit allows Worf to instantly assess the extent of Jadzia's injuries. She still requires the attention of a Starfleet medical facility, but treatment in the field is a vital interim stage.





STARFLEET SURVIVAL TECHNIQUES



▲ In 2266, a transporter malfunction aboard the *U.S.S. ENTERPRISE NCC-1701* forces Lt. Sulu's landing party to remain on the surface of planet Alfa 117. At night, the temperature drops to 120 degrees below zero. The two Starfleet officers conserve body heat by huddling together, and use their phasers to heat rocks.

protective blanket or covering, and a heat source can quickly mean the difference between life and death. **Phasers** are often employed to heat rocks, which then act as highly effective radiators, but if such a weapon is not available traditional methods of lighting fires by friction are also taught in survival training.

Heat survival

Survival in extremely hot conditions calls for its own methods, and shifts the emphasis to a search for water. Liquids containing alcohol are not consumed, as they promote thirst rather than aid it, and can be used more effectively as an exterior coolant, or for disinfecting wounds. The construction of a basic solar still out of



▲ Fifteen years after the crash of the *U.S.S. VOYAGER* in an alternate timeline, Chakotay and Kim return to the starship's icy grave. They wear specialized clothing to protect them during their search.

material stretched over small stones or rocks is one extremely useful technique, although it is reliant on the environment having a day/night cycle to produce the condensation effect required to form the water. If extensive walking is required, a steady pace is adopted, as conservation of energy is critical in avoiding unnecessary perspiration. Breathing is



▲ In the 23rd century, special masks are provided to members of landing parties who are venturing to the surface of planets with near Class-M atmospheres, or those that contain alien toxins. The masks are placed over the nose and mouth.

conducted through the nose and conversation kept to a minimum, in order to reduce dehydration from evaporation through the mouth. If the head and eyes are suitably covered from the effects of the sun, and some form of shade is discovered, surviving such conditions becomes that much more likely once a source of water has been found.

Nourishment

Once shelter and water are located, food becomes the next requirement. Indigenous plants should be carefully checked for suitability, and if they offer no nutritional value then the search may turn to grubs and insects. Personnel who have secured water, shelter, warmth, and edible food stand an extremely good chance of survival – so long as they remember their vital Starfleet field training.

PRIMITIVE SURVIVAL

Marooned

When the Kazon-Nistrim succeed in capturing the *U.S.S. Voyager NCC-74656* in 2372, they deposit the ship's crew on Hanon IV, a barren, primitive world. Trapped here without the technology they have come to rely on so much in their everyday lives, the crew of *Voyager* must resort to the lessons they have been taught as part of their survival training. This includes fashioning crude instruments out of bone and other detritus, igniting camp fires, and when the need for food becomes urgent, eating grubs. Indeed, Captain Janeway goes so far as to make this last option an order, so concerned is she for her crew's health.

The primitive inhabitants of this world also use the natural vegetation for unique purposes; when the young Naomi Wildman becomes ill, she is treated with a homeopathic remedy made by one of the planet's bipedal life forms.



▲ Captain Janeway makes surviving the harsh planet her most important mission. Mere moments after the *U.S.S. VOYAGER NCC-74656* has departed, she orders teams to survey the landscape.



▲ The primitive humanoid life forms who inhabit Hanon IV make use of a number of crude instruments that aid them in their struggle to survive the planet's brutal environment.



▲ Commander Chakotay is particularly adept at surviving such difficult conditions. Nevertheless, even he finds it difficult to set alight a campfire that will keep his crew warm at night.



STARFLEET HISTORY

YEAR: 2374

THE BATTLE FOR CHIN'TOKA

Of the many battles fought during the devastating Dominion war, the struggle for control of the Chin'toka system is perhaps the most significant.

When the Federation and its allies tire of waging a defensive war against the Dominion, they elect to mount a major offensive to take the hitherto innocuous **Chin'toka star system**. This marks a decisive turning point in the prolonged conflict.

The move comes at the end of 2374, when **Admiral William Ross** tells **Captain Benjamin Sisko** that his petitioning for a change of strategy has finally been recognized by **Starfleet Command**. The powers-that-be realize they are not going to win the war unless they take the fight into Dominion territory, and the second front opened by the recent entry of the **Romulans** into the war gives them the opportunity they have been looking for. Appropriately, Sisko is chosen to plan the offensive.

Primary goal

The captain seeks advice from Admiral Ross and their **Klingon** colleague **General Martok**, and together they settle on the Chin'toka system as the initial focus of the offensive. It is an obvious target: Dominion forces are thinly spread thanks to the Romulan front, and only five squadrons of **Jem'Hadar Attack Ships** remain to defend the system. The difficult part is convincing the cautious Romulans to join any offensive. The Romulan **Senator Letant** initially

argues that little will be achieved with a premature invasion plan, preferring to allow the Dominion to keep sending their fleets to be destroyed one by one.

He is persuaded, however, by logic: the Dominion can breed **Jem'Hadar** soldiers and rebuild ships faster than they can be destroyed. The only way to achieve a lasting victory is to demolish the enemy's shipyards and weapons facilities and force a retreat. **Cardassia Prime** can then be surrounded. Captain Sisko knows the allies will pay a heavy price at each turn, but in the end it is the only sure means of victory.

Letant endorses Sisko's strategy and a massive invasion fleet comprising Federation, Romulan, and Klingon vessels converges on station **Deep Space Nine**. Intelligence reports reveal, however, that the allied forces will face more firepower than anticipated at Chin'toka. The Dominion is aware of the system's vulnerability and has deployed hundreds of unmanned **orbital weapon platforms**. Each features regenerative shielding and an arsenal of 1000 **plasma torpedoes**.

The platforms will not be operational for another two or three days, so the allied offensive becomes a race against the clock. The launch time is expedited as much as possible, and the 100-strong taskforce leaves early the next morning. The fleet's luck appears to hold as

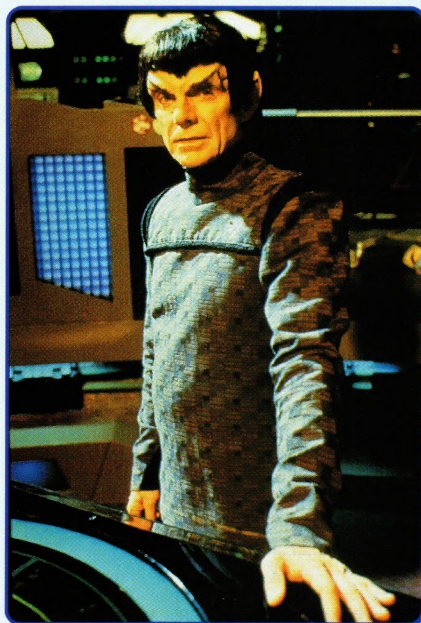


Starfleet, Klingon, and Romulan forces temporarily gain control of the Dominion-held Chin'toka system in 2374.

they enter the Chin'toka system: the platforms are still non-operational. The Klingon attack wing is closest to the converging **Jem'Hadar Attack Ships** and breaks away from the main fleet to engage them, while the other squadrons fire on the inert weapon platforms.

Devastating losses

The Jem'Hadar vessels follow an established strategy: kamikaze runs. They ram the Klingon ships, ensuring that their destruction takes at least one enemy ship with them. They inflict considerable damage in this way, crippling or destroying 15 vessels, and also buy time for the Dominion to bring the orbital platforms online. This presents the taskforce with a grave threat: one platform contains enough firepower to cripple an **Excelsior-class** vessel or **Klingon Bird-of-Prey**, and their regenerative forcefields prove exceptionally resistant. A large number of allied ships are damaged or destroyed.

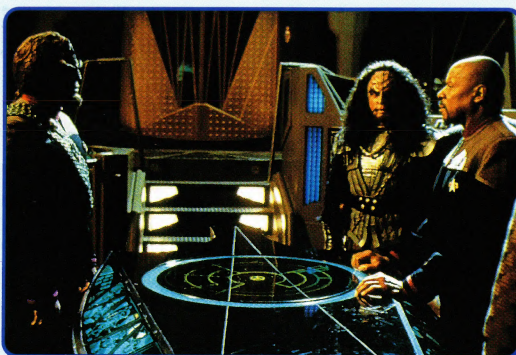


Senator Letant is initially wary of Captain Sisko's plan to capture the Chin'toka system. He soon sees the benefits of such an action, however.

Captain Sisko liaises with General Martok over the Klingons' involvement in the plan to seize control of the Chin'toka system.



Weyoun at first accuses Damar of leaving Chin'toka vulnerable, but later expresses his approval of the ORBITAL WEAPON PLATFORMS.



Situation:

The Dominion-held Chin'toka system is vulnerable to an attack, and will provide Starfleet with a stronghold in enemy territory.

Factors:

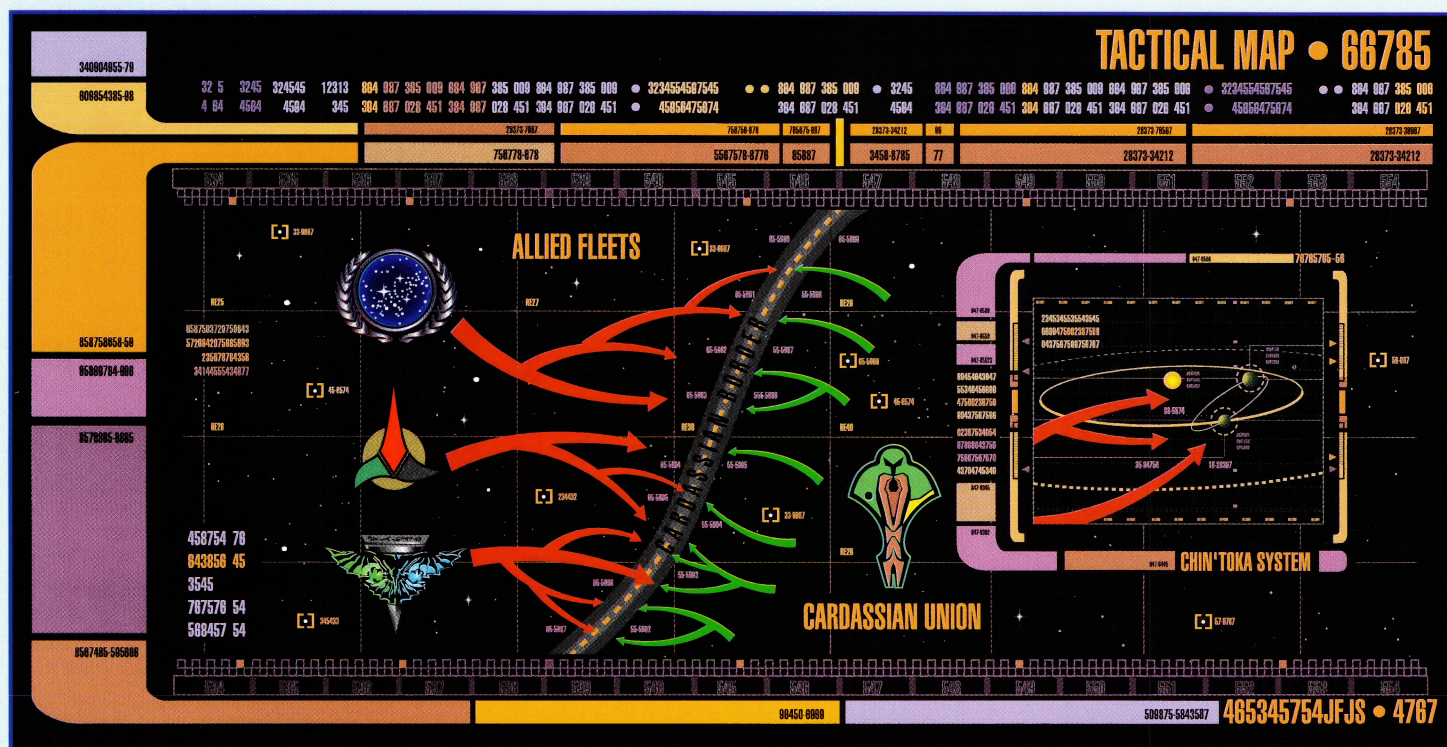
- The system is devoid of any threatening starship activity, although a field of *Orbital Weapon Platforms* is due to be activated within three days at most.
- The combined forces of Starfleet, the Klingons, and the Romulans will pose a significant threat to the thinly deployed Dominion forces.
- Chin'toka will provide a strategic foothold in Dominion space that the allied forces can capitalize on.

Courses open:

1. An all-out assault on the Dominion facilities in the Chin'toka system.
2. Maintain a course of attack and retreat. This will result in a reduction in loss of life, though in the long term it will prolong the conflict.



THE BATTLE FOR CHIN'TOKA



The vital clue to destroying the weapon platforms is found by the **Cardassian Elim Garak** aboard Captain Sisko's flagship, the **U.S.S. Defiant NX-74205**. The former spy points out that the platforms do not have individual generators, and so must be powered from a central source. The **subspace generator** responsible is located by **Chief Miles O'Brien** on a tiny moon orbiting one of the system's planets, and the *Defiant* weathers heavy flak to get to the moon with a small number of friendly vessels in tow.

Their firepower has little effect on the moon's shielding, but O'Brien speculates that they can use the *Defiant's* **deflector array** to imprint a Federation warp signature on the generator's energy matrix. This will fool the platforms' targeting systems into thinking the generator is a Starfleet ship.

Last chance

It is the one option still open to the *Defiant* crew, and they implement their plan during a further hazardous pass on the moon. The effect is instantaneous – nearby weapons platforms turn their torpedoes on their own power source and promptly shut down, as a devastating series of explosions rips through the generator.

The actual blow is delivered by **Major Kira Nerys**, as Sisko collapses at the same time as the **Bajoran wormhole** is sealed by the release of a **Pah-wraith** aboard *Deep Space Nine*. The result is resounding, nevertheless: the Chin'toka system belongs to the allied forces. The Klingons transport ground troops to both planets, securing a potent strategic and morale-boosting victory for the Federation and its allies.

Nine months later, Chin'toka becomes a battlefield once more. The Dominion's newest allies, the warlike **Breen**, launch a counter-offensive against the allied forces defending the system, and manage to break through in two places. Reinforcements are urgently deployed – if the Federation and its allies lose Chin'toka, they also lose their only foothold in Dominion

territory. Captain Sisko again commands the *Defiant*, as a combined Federation-Klingon-Romulan fleet once more heads for the system.

The outcome this time is very different. The Breen employ a new energy-dampening weapon against which the armada has no defense. It drains the attacking vessels of their power, affecting com, weapons, and engines, and leaves them hanging dead in space. The entire allied fleet is lost, including the *Defiant*, and their crews are forced to abandon ship. Chin'toka belongs to the Dominion once more.

It proves to be a short-lived victory, as the allies swiftly develop a defense against the Breen weapon. The Dominion alter their

A Starfleet tactical map plots the movements of the allied fleets against their Jem'Hadar and Cardassian enemies.

strategy and withdraw from Federation, Klingon, and Romulan space – including Chin'toka. Their forces try to form a new defense perimeter within Cardassian territory, but the alliance presses home its final attack.

Focal point

For almost a year, the Chin'toka system is the most precious territory in the **Alpha Quadrant**. It is the scene of two costly engagements, and ultimately two decisive turning points in a long and bloody war.

DESTRUCTION OF THE DEFIANT

The end of a worthy ship

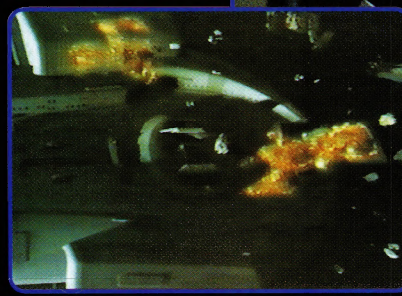
One of the most devastating losses suffered in the Chin'toka system occurs in 2375, with the destruction of the **U.S.S. Defiant NX-74205**. The powerful vessel has survived numerous encounters with Dominion forces, but it proves vulnerable to an energy-dampening weapon, employed by the Breen, which serves to drain power and cause vital systems to become inoperative.

After being struck, the *Defiant* can do little else but drift in space. The only option for Captain Sisko is to instruct his crew to abandon ship – an order that stuns every officer present on the ship. They nevertheless swiftly depart the *Defiant* in escape pods, only to watch as their vessel succumbs to the Dominion fleet's relentless weapons fire.



Captain Sisko pauses as he leaves his ship for the final time.

The U.S.S. DEFIANT NX-74205 is consumed by fire as she drifts lifelessly in space.





Introduction to Non-Federation Starships

The Galaxy is filled with thousands of races, and it is their starships that allow them to interact. The fact that the Federation will only make first contact with civilizations that have achieved warp speed means that a species is often defined by its spacefaring vessels.

The Milky Way Galaxy covers a wide area of space, and encompasses many worlds. Each planet is unique, but as civilizations develop many have achieved spaceflight, allowing them to leave the confines of their own world and venture out toward others. Some races see spacecraft as an aid to scientific research and exploration, while others treat them as weapons with which to conquer the Galaxy. Whatever use a planet's population puts it craft to, however, it is the ability to develop warp-capable spacecraft that defines its place in the universe. Agents and officers of the **United Federation of Planets** consider the advent of this technological discovery to be the point at which a race is ready to accept the existence of alien life, and the knowledge it is not alone in the Galaxy.

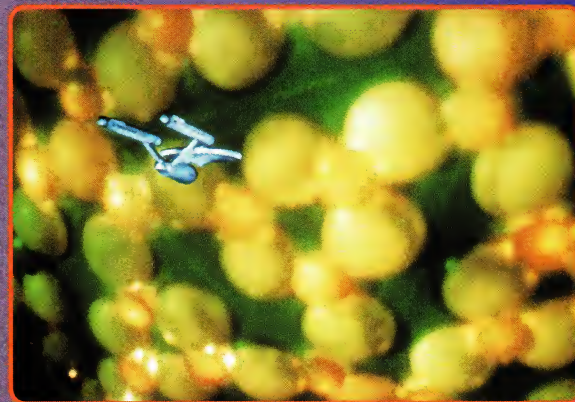
Before the Federation

When one thinks of Non-Federation starships, the vessels that come to mind are the **Klingon Bird-of-Prey**, **Romulan Warbird**, and the deadly warships of the **Dominion**. It is easy to forget that not all ships launched from Earth have left under the Federation's banner. The human race's early excursions into space, aboard such spacecraft as the *Vostok* and *Mercury* series, and later vessels such as the reusable space shuttles, **Ares IV Mars Command Module**, and **Zefram Cochrane's Phoenix**, all took place before the formation of the Federation and **Starfleet**. Likewise, the **Vulcan** race was capable of space travel for centuries before the **T'plana Hath's** contact with Earth led to an historic alliance.

Since the formation of **Starfleet**, the Federation has encountered literally thousands of ships from other races, and even some from other Galaxies. These craft include science vessels, warships, personal transports, and garbage scows. Some are highly specialized, such as **Tholian Web Spinners**, which operate in pairs to create a deadly web capable of snaring unwitting victims, and the **Kazon Armoured Shuttle**, which uses a reinforced bow to smash through the hull of an enemy ship. The **Son'a Collector Ship** is designed for the sole purpose of harvesting **metaphasic particles** from the rings surrounding the **Ba'ku colony world**, while the **Jovis** is a private museum ship run by **Kivas Fajo**.

Some starships are not constructed at all, but

▶ In 2266, the **U.S.S. ENTERPRISE NCC-1701** encounters the **FESARIUS**, a vast ship piloted by **Balok**, a representative of the **First Federation**.



▲ The **FERENGI MARAUDER** is slightly smaller than a **GALAXY-class** starship, but with impressive capabilities.



◀ From a distance, the **FESARIUS** resembles a star set against the blackness of space.

▶ The ships employed by the **Pakleds** are technologically inferior to **Starfleet's** vessels.



are living creatures in their own right. **Species 8472**, a race striving for biological perfection, use **bio-ships** comprised of the same genetic material as themselves. At least one sentient spacecraft, the massive **Gomtuu** (or **Tin Man**) has also been encountered. This massive creature was once inhabited by other living beings, but they were killed when radiation leaked through the vessel's hull. **Gomtuu** was undamaged, and the living vessel is forced to roam the Galaxy, looking for a way to abate its terrible loneliness. Eventually, it meets the telepathic **Betazoid Tam Elbrun**, in whom it finds the perfect companion. The **Breen** have also been known to use biological ships. Other vessels may have a biological design but are otherwise entirely artificial constructs, such as



▲ The **KLINGON BATTLE CRUISER** is shared with the **Romulans** in the 23rd century.

OUT OF SIGHT

And there may be more...

The Federation may have encountered alien starships without even realizing it. It is well known that the **Romulans** and the **Klingons** use cloaking devices that make their vessels invisible to the naked eye, and to most starship sensors, but so do many other races. In 2268, **Bele**, Chief Officer of the Commission on Political Traitors, from the planet **Cheron**, chases the dissident **Lokai** in an invisible craft. Over a century later, the **Srivani** secretly observe the crew of the **U.S.S. Voyager NCC-74656** by using personal cloaking devices, while their cloaked vessels are attached to the outside of the starship's hull.



◀ The **Srivani** vessels are cloaked when they first latch on to the exterior of the **U.S.S. VOYAGER NCC-74656**.

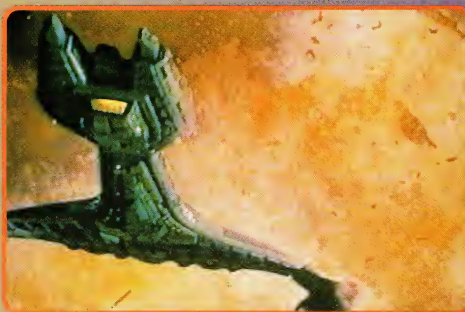
▶ An invisible ship brings **Bele** on to the **U.S.S. ENTERPRISE NCC-1701** bridge for a confrontation with **Lokai**.



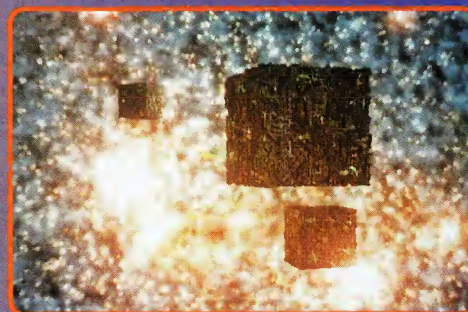
Introduction to Non-Federation Starships



▲ The **KLINGON BIRD-OF-PREY** can operate in many planetary atmospheres, including 20th century Earth.



▲ The **KLINGON ATTACK CRUISER** is a gigantic ship that highlights the Klingon Empire's military strength.



▲ The **BORG CUBE** is one of the most fearsome and powerful vessels ever encountered by Starfleet crews.

the insect-like ships of the **Swarm**.

Starships can be used as instruments of destruction. As well as the terrible weaponry that can be built into almost any design, from the nuclear weapons still carried on Romulan ships in the mid-23rd century to the disruptor technology of the Klingons, some ships are little more than self-propelled guns. The **Krenim Temporal Weapon Ship** is capable of changing the very fabric of spacetime and wiping races from existence; the **planet killer**, or **Doomsday Machine**, is a huge weapon that is believed to have originated in another Galaxy, and may have drifted into ours after destroying the race that built it. **Husnock Vessels** wiped out life on **Delta Rana IV**, and many other planets have suffered similar fates from the onslaught of ship-mounted weaponry.

Home away from home

On the other hand, many starships have allowed races to survive the destruction of their world. The **Yonada** is a massive asteroid ship built by the **Fabrini** after a supernova threatened their world. This multi-generational, slower-than-light vessel takes 10000 years to reach its destination, during which time the inhabitants develop a unique culture based around the **Oracle**, the ship's computer, which they come to worship as their god.

A handful of **Cataati** are able to survive the assimilation of their homeworld by the **Borg** when 30 of their spacefaring vessels escape the destruction. They become nomads, roaming the Galaxy and resorting to begging to ensure their survival. **Tarellian** survivors of the biological warfare that destroyed their world leave the uninhabitable wasteland in starships, unaware that they carry the plague with them. After spreading it to the planets on which they land, the ships become known as **Tarellian Plague Vessels**; they are shunned, or even destroyed, by the worlds on which they try to find sanctuary.

Generational vessels

Other races build generational ships through choice rather than necessity. The vast **Voth City Ship** transports thousands of members of the dinosaur-like race across the heavens; although there are planets on which some Voth make their homes, they have been space travelers for more than 20 million years. The **Varro** live on a vast **Generational Ship** comprised of smaller

habitat pods; in 2375, however, a dissident movement causes the ship to break up into much smaller elements.

Many starships share the *Varro Generational Ship's* ability to separate into independent elements. The **Angosian Transport Vessel** has three distinct sections, while many cargo vessels, such as **Cardassian freighters**, can add or take away modular cargo holds as and when required. The **Fesarius**, the flagship of the **First Federation**, has a molecular-like structure from which smaller sections, similar to atoms, can break off and act as private shuttles. Other ships are operated as part of a fleet, carried inside larger vessels, or stationed at larger facilities.

Changing the Galaxy

The design and level of technology apparent in the starships of the Galaxy varies enormously, but one thing is clear: without space travel, the Galaxy would be a very different and altogether quieter place.



▲ The size of the **CARDASSIAN FREIGHTER** can be increased by the addition of further cargo holds.



▲ **Species 8472** employ advanced organic engineering in the design and construction of their **BIO-SHIPS**.

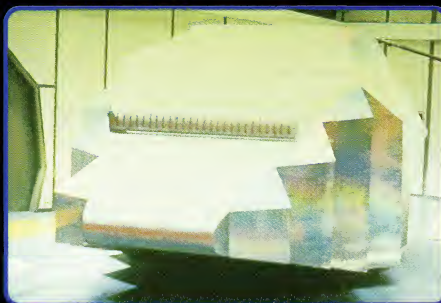


▲ The **TALARIAN OBSERVATION CRAFT** is used primarily as a training vessel for young Talarian warriors.

THROUGH SPACE AND TIME

Time travel

Some starships have been encountered that travel through time as well as space. **Berlinghoff Rasmussen**, a 22nd-century thief, steals a **Time Travel Pod** from a 26th-century researcher and uses it to travel to the 24th century, where he plans to acquire advanced technology and then sell his 'inventions' to the people of his



▲ **Berlinghoff Rasmussen's stolen TIME TRAVEL POD** features a uniquely angular design and metallic coloring.



▲ **Lazarus's TIME SHIP** resembles a small, saucer-shaped pod. It allows the lunatic to travel between dimensions.

own time. The madman known as **Lazarus** uses a **Time Ship** to journey between dimensions by opening a door into an antimatter universe. Some Borg ships can also open temporal corridors that allow them to travel into the past. The Borg use such vessels to prevent troublesome races from ever developing technology that might threaten the supremacy of the collective.

Romulan Shuttle

The *Romulan shuttle* is the perfect spacecraft for transporting officials, ambassadors, and dignitaries to secret conferences in perilous times.

The **Romulan Star Empire** is renowned for its militaristic society and isolationist policies. The constantly shifting political situation within the **Alpha, Beta, and Gamma Quadrants** leads to an increasing need for Romulan senators to act as official and unofficial ambassadors to many cultures. Romulan spacecraft design is highly advanced, but the extremely large size of the **D'deredix-class** vessel, and relatively poor facilities offered by the **Romulan scout ship**, necessitate the need for an additional class of vessel. The result is the **Romulan shuttle**, large enough to offer comfortable travel over long distances, but small enough to allow its use within covert operations, including the vital visit by **Senator Vreenak** to **Federation** station **Deep Space Nine** in 2374.

Official use

The *Romulan shuttle* is strikingly similar in design to contemporary Romulan craft. It is a warp capable vessel, ideal for medium and long range journeys. The crew complement of the shuttle is unknown, although the vessel appears large enough to accommodate a flight and mission crew, the VIP or ambassador, and a minimum of four permanent bodyguards.

The computer systems aboard the shuttle contain a great deal of information, allowing the senator to keep abreast of current events, and access data on individuals prior to meeting them. The vessel's communication systems appear to be equally sophisticated; they can both transmit and receive coded **subspace** signals, although acknowledgement of their signals may ultimately lead to the discovery of the vessel's position.

The *Romulan shuttle* utilizes the very latest **Romulan cloaking device** technology, which completely masks the presence of the vessel from the sensor systems on *Deep Space Nine*. The cloaking device is also extremely effective in hiding the ship visually, only revealing its position when the cloak is deactivated. The

ship's offensive capabilities are unknown, although it is unlikely any vessel designed to undertake potentially hazardous missions would be without some form of **disruptor** weapon, in the same way that **Starfleet** shuttles are equipped with light armaments and defensive shields.

The overall size of the *Romulan shuttle* is similar to a **Danube-class Runabout**; it is able to fit onto one of *Deep Space Nine's* shuttle platforms and be taken into the main shuttlebay below. Maneuverability of the vessel also compares well with a Starfleet shuttlecraft, as it can negotiate the approach and touchdown to the landing area with no difficulty. The underside of the nose and rear hull are equipped with retractable landing struts which support the shuttle, providing clearance between the deck and the **warp nacelles** positioned on the port and starboard sides of the ship. This configuration allows the shuttle to land on a planet's surface or, by using the port and starboard hatches directly behind the main bridge, dock at a variety of orbital stations.

Entrance and exit

The entrance hatches are designed to connect to a series of generic docking collars and boarding ramps, through which the Romulan senator will exit the vessel, directly preceded by his bodyguards. The entrance hatch gives a glimpse of the vessel's interior; it shows an illuminated Romulan Star Empire crest mounted above a sloping panel, all bathed in the glow from a series of green ceiling lights. Security is a high priority on any diplomatic mission, although it would appear that entrance to the vessel is relatively easy for well-trained spies, such as the former **Obsidian Order** agent **Garak**. The **Cardassian** is able to infiltrate the vessel and, on the pretense of searching the Romulans' database, plant a time bomb capable of destroying the entire ship.

The design of the *Romulan shuttle* borrows heavily from its larger **D'deredix-class** relation, but is far more compact and streamlined. Constructed from similar green exterior plating, the upper sections of the wings and support struts pay homage to the original Romulan 'Warbird' motif seen on its military vessels. The shuttle employs the same propulsion configuration, with twin port and starboard warp nacelles supported by curved pylons that directly connect to the upper and lower sections of the main hull. The main body of the nacelles are rectangular in cross-section, with pods built onto the inside and outside of the external casing, although these supplementary pods do



As with larger Romulan vessels, the **ROMULAN SHUTTLE** is rendered undetectable by a cloaking device.



When decloaked, the **ROMULAN SHUTTLE** reveals the design themes it shares with the larger **ROMULAN WARBIRO**.

not run the entire length of the nacelle. Glowing green when under power, the nacelle's forward section is protected by the surrounding casing, which sweeps backward to a narrower section at the rear.

Dramatic styling

The upper pylon connects to the plating on the top of the main hull, which has a pronounced curving slope running the entire length of the vessel, terminating in a downwardly sloping tail section at the stern. The upper and lower nacelle pylons create a void between the hull and the inside of the nacelles, although this space is partially filled by pronounced rounded sections to the port and starboard of the shuttle's rear hull. This widened rear section increases the amount of room within the vessel, although the exact purpose of these areas is unclear. Directly forward of this rounded section are the port and starboard hatches, sitting flush with the flat exterior hull plating.

The bow of the *Romulan shuttle* consists of two sloping curved sections surrounding the wide and narrow cockpit canopy, which offers the vessel's flight crew an excellent view of space. Situated in the middle of the bow, between these port and starboard nose plates, is a partially exposed section directly underneath the main bridge. The peak of the nose plates covers the stepped underside of the narrower main hull beneath it. Unmistakably Romulan in appearance, the *Romulan shuttle* is a highly efficient and practical vessel which is ideally suited to diplomatic or military tasks.



In 2374, a **ROMULAN SHUTTLE** transports **Senator Vreenak** to station **DEEP SPACE NINE** for a secret meeting.



Romulan Shuttle

The *Romulan shuttle* is a small, strikingly designed vessel that plays an important part in the transportation of senior personnel.

DORSAL VIEW

The vessel is shaded in the traditional hues of green that distinguish ships of the Romulan fleet.

Short wings hold the warp nacelles away from the main body of the ship.

A single forward landing strut supports the ROMULAN SHUTTLE during takeoff and landing.

The crest of the Romulan Star Empire is prominently displayed on the shuttle's flank.

The rear of the ROMULAN SHUTTLE tapers away elegantly.

The ROMULAN SHUTTLE features warp nacelles that are notably longer and thinner than those on Starfleet shuttles.

VENTRAL VIEW

A forward-facing window provides the pilot with a fine view of space.

An entrance hatch is located on the port side of the ROMULAN SHUTTLE.

PORT VIEW

ROMULAN SHUTTLE

Size: Unconfirmed
Speed: Warp capable
Crew: Unknown
First recorded: 2374

FILE 54 SHAPESHIFTERS

Laas

Laas is one of 'The Hundred', infant Changelings sent out by the Founders to explore the Galaxy. This zealous shapeshifter thinks of himself as the last hope for his race.

Over a period of centuries, the shapeshifters known as the **Founders** send more than 100 infant members of their species out into the Galaxy. It is hoped that these Changelings will grow and develop among other races, learn about their hosts, and then return to their homeworld to share the knowledge they have accrued. Known as '**The Hundred**' in Changeling lore, a few of these foundlings have still to make their way back home.

Living with solids

One such Changeling landed on a world known as **Varala**, inhabited by a humanoid race. Growing up amongst the Varalans, he was named '**Laas**' – the Varalan word for 'changeable' – in recognition of his unique powers. He spent his early years fascinated by humanoid life, and eventually mimicked the

Varalan form, though, as he later admits, he never did get the face quite right.

On Varala, Laas was initially ignorant of his abilities. As he grew to maturity, however, he discovered his powers, but largely ignored them, imitating Varalans as closely as he could and assimilating into their society to such an extent that he found a mate. He dearly loved his wife, but problems arose due to the obvious fact that they could not have children. The couple had never previously discussed the matter, and told each other that it was unimportant, but eventually they realized that they had been deceiving themselves. The relationship ended acrimoniously, but on reflection Laas thought that this was a better outcome than living to see his mate grow old and die while he remained unchanged.

Laas also became suspicious of the Varalans' motives. He started to believe that they envied his

power, and were afraid that he might turn against them. The young shapeshifter ended up thinking of the Varalan 'mono-forms' as

tragic beings, unable to take joy in simply existing like the so-called 'lower' life forms, but incapable of evolving to a level where consciousness exists independently of form.

Experimenting more and more with his shapeshifting abilities, Laas eventually set off into space, searching for others of his kind. Transforming himself into a form reminiscent of a gigantic Terran stingray, he wandered for years, encountering many different cultures and races, but never any fellow metamorphs. Each of his voyages ended in disillusionment, convincing him further that humanoids feared and distrusted Changelings.

Shape and form

Decades of exploration and adventuring have honed Laas's shapeshifting abilities. He can now transform himself into substances without a specific central body, such

PROFILE ON LAAS

NAME: Laas — a Varalan word meaning 'changeable.'

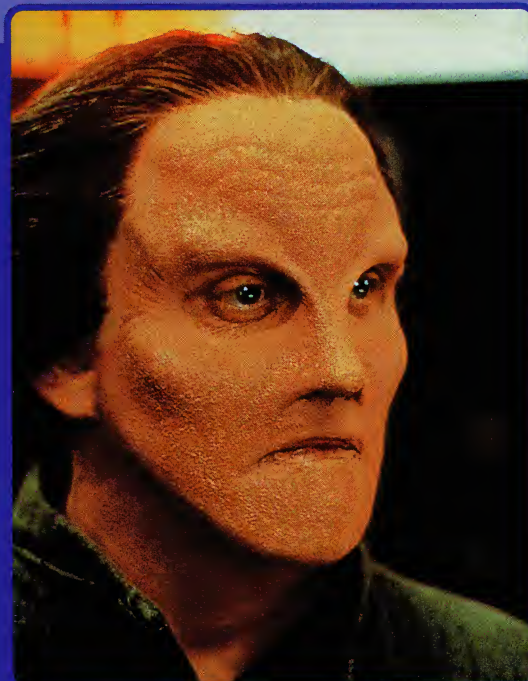
LIFE FORM: Changeling. Laas is one of 'The Hundred' exiles.

KNOWN FAMILY: Unnamed mate, a Varalan female.

REMARKS: Laas spent much of his early life trying to assimilate into the humanoid culture that surrounded him, but eventually he became frustrated with 'mono-forms.'

CURRENT STATUS: After an eventful sojourn on *Deep Space Nine*, Laas returns to space to seek out other members of 'The Hundred.'

FIRST SEEN: 'Chimera' (DS9)



▲ The Changeling known as Laas models his appearance on the Varalan race, but is otherwise contemptuous of 'mono-form' species. He tries to persuade Odo to join him on a search for others of their kind.

ALTERED STATES



★ Great ball of fire

Laas has developed his shape-changing abilities far beyond Odo's capabilities. On one occasion he literally becomes a fireball, changing his flesh into flame.

★ Impressed

Odo is intrigued by Laas's abilities and free spirit, but does not share his contempt for 'solids.'



★ Unrest

Laas's abilities cause deep unrest amongst the inhabitants of *DEEP SPACE NINE*. At least 12 complaints are made against him.



Laas



"... I have no interest in mono-forms, even if they are your 'friends.'" — Laas to Odo



★ Klingon conflict

The Klingons stationed on **DEEP SPACE NINE** are angered by the arrival of another Founder.

as fog, or into energy forms such as flame, while retaining complete awareness and total control over each disparate particle.

Kindred spirit

In 2375, Laas senses a fellow shapeshifter's presence from afar, and he catches up to a **Federation Runabout** conveying Odo and Chief Miles O'Brien back to **Deep Space Nine**. Initially, many of the station's crew are worried that Laas may be an agent of the Founders, but Odo convinces **Captain Benjamin Sisko** that the shapeshifter's appearance is in no way connected to the war with the **Dominion**. Sisko accepts that Laas is simply one of the legendary lost Hundred, as is Odo himself.

Laas's stay on *Deep Space Nine* is far from smooth, however, as his



distaste for 'mono-forms' causes friction with many of the station's populace. Odo's exhilaration at finding another shapeshifter also causes **Colonel Kira Nerys** some concern, as Laas increasingly monopolizes her partner's company. The situation is exacerbated when Odo introduces his new friend to the **Great Link** — the merging of shapeshifters, by which knowledge and experiences are exchanged — and it begins to

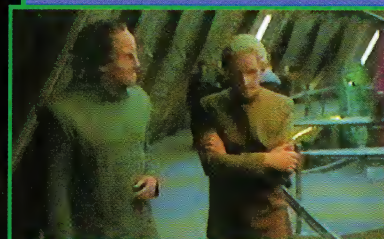
★ To the death

Odo is forced to intervene on his new friend's behalf when Laas kills a Klingon warrior.



★ Influence

Kira is naturally concerned that Odo will want to leave **DEEP SPACE NINE** with Laas, but she cannot deny her lover his freedom.



★ Accusation

Laas says Odo has spent too much time with mono-forms.

they can turn their people away from the influence of the diseased and weakened Founders. Odo is more tempted than he admits, although he is wary of Laas's contempt for 'mono-forms.' His fears prove justified when Laas stabs a **Klingon** officer to death on the Promenade, with a dagger formed from his own hand. Admittedly, the offense is committed in self-defense against an unprovoked attack, but Laas could easily have protected himself without resorting to lethal force. Captain Sisko orders Laas to be detained, pending deportation to the Klingon homeworld.

THE VARALANS

Adopted homeworld

From Laas's appearance, it may be inferred that the Varalans are bipedal humanoid life forms, with pale skin and prominent sloping crests reaching from a pointed nose to their brow. Laas is a tall, stocky male with dark 'hair' tied tightly back; he affects somber gray 'clothing' with brown accents. No Federation ship has ever been to Varala, but the Changeling appears to have little respect for the civilization that found, raised, and named him. He recalls the planet as like any other "overrun with humanoids." According to Laas, Varala is heavily industrialized, with cities and farms taking over the natural order of things. The Changeling eventually decided to abandon the humanoid population and migrated with a herd of volg to the planet's southern continent. He appears to prefer these more primitive life forms, but regrets that when he and the volg returned to their breeding grounds the following summer, the Varalans had fenced them off. Laas states that within the next two generations the volg became extinct.



◀ Curious

Even after spending much of his life with the Varalans, Laas still finds the behavior of solid life forms curious to behold.

▶ Prison

Laas's lack of respect for the solid life forms around him leads to his confinement in a **DEEP SPACE NINE** holding cell.



Decision time

Colonel Kira, however, believes that Odo will never be happy staying with her unless he is offered the free choice of setting off to seek 'The Hundred.' She engineers Laas's escape from custody, and sets up a rendezvous between Laas and Odo on a deserted planetoid. There, Odo makes his choice to return to his home and his friends on *Deep Space Nine*. Laas fails to comprehend this decision, but wishes Odo well before resuming his lonely search for other shapeshifters who do not wish to live among 'solids.' It is not yet known how Odo's subsequent decision to guide his people toward a more peaceful existence will affect Laas's single-minded quest.

Time Travel Devices

The danger and uncertainty of time travel has not discouraged advanced civilizations from creating devices capable of surfing the timeline. Many Federation citizens have traversed the ages with the help of such technology.

Starfleet and the United Federation of Planets have long held a cautious approach to time travel. Until the nuances of the spacetime continuum are better understood, it is feared that even the most cautious time travelers may accidentally alter the timestream irrevocably.

Temporal disturbance

Federation attempts at creating time travel devices have had a less-than-successful history. **Dr. Paul Manheim** tries to open a window into another dimension in 2364, but instead he accidentally creates an intense temporal disturbance. The **Manheim Effect** produces a series of short temporal hiccups in which time is briefly superimposed over itself. A small quantity of antimatter injected into the distortion ends the Manheim Effect, and also reveals its inappropriateness as a safe method of time travel.

Theoretically less dangerous, but no more easy to control, is the 'slingshot effect', in which extremely high warp speeds can throw a starship back through time. By the late 23rd century, this has come to be used only in extreme circumstances.

Other races and civilizations have become more adept at manipulating the timestream,

however, and Starfleet officers have often found themselves thrust into the past or future on the whim of an alien device. Some highly sophisticated races even appear to have mastered knowledge of timestreams — temporal inversion folds in the spacetime continuum matrix. Living inside these timestreams, which weave throughout the Galaxy, are intelligent life forms which understand how to control and manipulate them, though they are often unwilling to share this potentially dangerous knowledge.

Many time travel devices are still a complete mystery. In 2267, a landing party from the **U.S.S. Enterprise NCC-1701** encounters the **Guardian of Forever**, a time portal from an ancient civilization. This sentient time travel device, able to respond to questions posed by the *Enterprise's* crew, is believed to be at least five billion years old. Unfortunately, its programming is so advanced that the crew members are unable to understand exactly how it functions.

An irregular, circular shape about three meters in diameter, the Guardian appears to be carved from rock. In the center of the portal is a cloudy, ever-changing vision of different time periods, and the user enters their chosen time

period by stepping into the portal when that era is depicted. How the device is controlled is unknown; the Guardian describes itself as its own beginning and its own end, an ambiguous statement that reflects its overall purpose and potential.

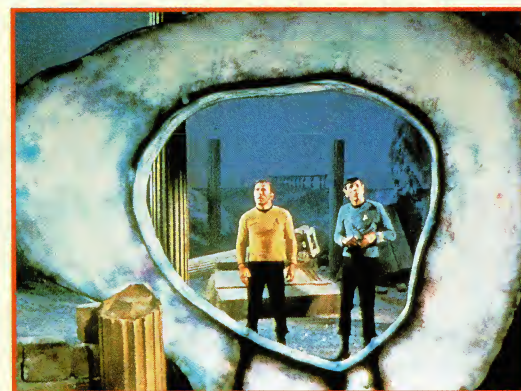
Escape to the past

The *Enterprise* crew encounter another sophisticated time travel device in 2269, on the planet **Sarpeidon**. The **atavachron** was invented during a dark period of the planet's history, by a tyrant who wanted to exile his opponents to hostile past eras, but is put to more benign use by the inhabitants of the planet when they learn that their system's star, **Beta Niobe**, is about to go nova. The atavachron alters a time traveler's cellular structure, making it possible to survive in earlier environments; unfortunately, it is impossible for the user to return to the present without reversing the alteration. This point is, however, academic to the Sarpeidons, who choose to avoid death by making a new life for themselves in the past. As the original designers of the atavachron are dead, and all other members of the race have fled into their planet's past, the knowledge of how this remarkable device works has been lost.

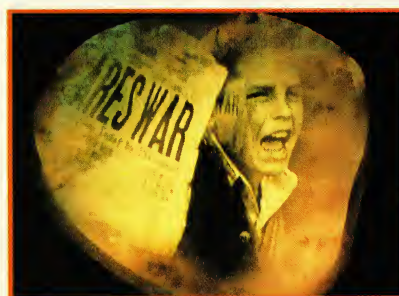
Other races from the future

Annorax aims to restore the **Krenim Imperium** using the **TEMPORAL WEAPON SHIP**.

The **KRENIM TEMPORAL WEAPON SHIP** projects a beam of energy that can wipe entire civilizations from history.



The **Guardian of Forever** is a gateway to many different time periods and locations.



The **Guardian** is able to display images from across time. These appear in rapid succession in its central portal.

appear to have conquered the time travel dilemma, but most of those encountered have been unwilling to share their knowledge. **Vorgons** from the 27th century travel back in time to 2366, in an attempt to capture the **Tox Uthart** artifact, which is in fact part of a deadly weapon system. How they accomplish this time travel so smoothly is a mystery.

Sometimes the time travel



The **Vorgons** utilize time travel in an effort to complete their objective of possessing the **Tox Uthart**.



Time Travel Devices



▲ **The Orb of Time transports the U.S.S. DEFIANT NX-74205 crew back to the 23rd century, where they must prevent Arne Darwin from killing Captain James Kirk.**



▲ **The U.S.S. BOZEMAN NCC-1941 gets trapped in a natural temporal loop in 2278. In this anomaly, the crew do not age, but keep reliving the same chain of events.**



▲ **Lt. Commander Data finds himself in 19th century San Francisco when he investigates the Devidians' temporal excursions to Earth's past.**



▲ **The Bajoran Orb of Time has the ability to transport whole ships to different periods and locations in time.**

devices themselves can be used as weapons. The **Krenim** of the **Delta Quadrant** have invented a **Temporal Weapon Ship** that alters history by literally wiping their enemies from existence, and **chroniton torpedoes**, successful tactical weapons that are in a

constant state of temporal flux, making it easy for them to penetrate defensive shields. Exactly how chronitons are linked to time travel is unknown, although such particles have been detected in many time traveling incidents.

Sacred time

Probably one of the most reliable time travel devices is also considered to be a religious icon. The **Orb of Time**, one of the sacred Orbs of the **Bajoran** faith, allows what appears to be safe time travel into significant moments in one's own past. How the Orb works is a complete mystery, but would seem to be somehow connected to the fact that the **Bajoran Prophets** are in fact aliens who live outside of linear time. As its potential for

misuse is great, the Orb of Time is carefully guarded by the Bajoran faithful.

Natural and unnatural spatial phenomena, referred to as temporal anomalies, can also result in time travel. Temporal rifts and vortexes, holes in the spacetime continuum, temporal causality loops, and temporal distortions can all be used for time travel. Federation knowledge does not extend to understanding how to manipulate these phenomena, but some other civilizations have capitalized on them and learned how to open them when and where they choose. The **Borg**, for example, have been known to manipulate the emission of **chronometric particles** to create a temporal vortex that allows them to



▲ **The Devidians use the snakelike ophidian entity to facilitate their journeys across the timeline.**

travel into the past. The fearsome collective use this technique to launch an attack on the less technologically advanced human race in 2063.

In 2368, the **Devidians**, beings who live in a slightly different time continuum from Federation space, create a time portal to travel into Earth's past and steal human neural energy during a cholera epidemic in the late 19th century. The attack is stopped by the crew of the **U.S.S. Enterprise NCC-1701-D** when they create a time vortex to follow the aliens into the past; however, it is not clear if this vortex can be recreated, nor how stable it is.

Times ahead

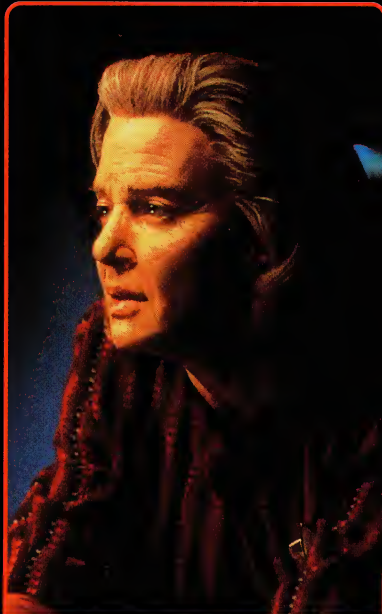
Interactions with Starfleet agents from the future, such as **Captain Braxton** from the 29th century, would indicate that a more thorough understanding of the spacetime continuum lies ahead. Until that time, however, Starfleet officers are best advised to avoid experimenting with any alien devices they encounter.

OUT OF TIME

Accidental temporal displacement

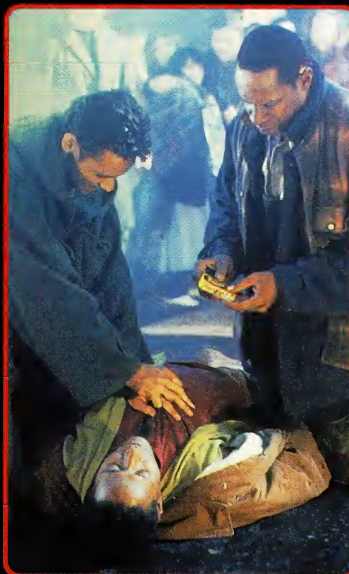
In rare circumstances, transporter accidents have resulted in time travel. In 2371, several Starfleet personnel attempt to transport down to Earth, but the interaction of chroniton particles with a microscopic singularity, which happens to be passing through the solar system, sends them into Earth's past. Fortunately, such an incident would be extremely difficult to reproduce, much less exploit for time travel purposes.

Other accidents have also resulted in time travel, such as when the **U.S.S. Voyager NCC-74656's** Emergency Medical Hologram attempts to extend Kes's lifespan by treating her in a biotemporal chamber. The chamber is intended to manipulate the biotemporal field into reverting the elderly Ocampan's cells into an earlier stage of decay, but instead it throws Kes out of temporal sync, and she finds herself traveling backward through time.

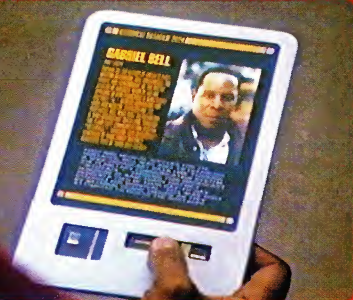


▲ **Kes passes backward through time, from old age to before her birth, when the U.S.S. VOYAGER's EMH attempts to prolong her lifespan.**

▼ **Gabriel Bell gives his life, and changes history, by saving Benjamin Sisko and Julian Bashir in the 21st century.**



▶ **Commander Sisko alters the timeline by taking Gabriel Bell's place in the social upheavals that erupt in the San Francisco of 2024.**





FILE 69 STAR TREK: THE NEXT GENERATION

STAR TREK: The Next Generation

A-Z Episode Guide Part 9

'TIMESCAPE'

FILE 69 CARD 144



The *U.S.S. Enterprise NCC-1701-D* is found frozen in time following a battle with a **Romulan Warbird**. **Captain Picard** discovers that if the timeline should resume its course, both ships will be just moments away from a fatal explosion.



'TIME SQUARED'

FILE 69 CARD 38

A duplicate of **Captain Picard** from six hours in the future is found drifting in a shuttlepod. This future version of Picard holds the key to preventing the *U.S.S. Enterprise* from falling into an energy vortex.



'TIN MAN'

FILE 69 CARD 67



The *U.S.S. Enterprise* and the **Romulans** engage in a race to retrieve a living space ship. The **Starfleet** crew are aided in their efforts to communicate with **Gomtuu** by **Federation first contact** specialist **Tam Elbrun**.

'TOO SHORT A SEASON'

FILE 69 CARD 11

Admiral Mark Jameson boards the *U.S.S. Enterprise* to complete a mission he began 40 years earlier with the trading of weapons. The starship's crew are astonished when the elderly Jameson rapidly grows younger.



'TRANSFIGURATIONS'

FILE 69 CARD 72



Dr. Beverly Crusher begins a romance with a man who is a fugitive from his world because he is undergoing the next stage in his people's evolution.

'TRUE Q'

FILE 69 CARD 127

Q returns to the *U.S.S. Enterprise* to test the powers of **Amanda Rogers**, a young woman who does not realize that her parents were members of the **Q Continuum**.



'UNIFICATION', PART I

FILE 69 CARD 104



Captain Picard and **Data** take part in an undercover mission to **Romulus**, after **Starfleet** receives reports indicating that **Ambassador Spock** has defected.

'UNIFICATION', PART II

FILE 69 CARD 104

Spock's hopes of reunification are thrown into doubt when a **Romulan** plot to invade **Vulcan** is revealed. One of the ambassador's supporters betrays him to the Romulan authorities and the devious **Sela**.



'UNNATURAL SELECTION'

FILE 69 CARD 32

The *U.S.S. Enterprise* crew discover the *U.S.S. Lantree NCC-1837* hanging dead in space, and learn that a group of genetically altered children are responsible for the accelerated aging process that killed their **Starfleet** colleagues. **Dr. Katherine Pulaski's** search for a cure is complicated by her own exposure to the disease.





STAR TREK: The Next Generation A-Z Episode Guide Part 9



'UP THE LONG LADDER'

FILE 69 CARD 43

Captain Picard tries to convince two different colonies, both threatened with destruction, that their only hope for survival lies in joining together.



'THE VENGEANCE FACTOR'

FILE 69 CARD 56



Commander Riker is attracted to **Yuta**, a beautiful woman who comes aboard the **U.S.S. Enterprise NCC-1701-D**, little knowing that she is an assassin intent on wiping out a rival clan.

'VIOLATIONS'

FILE 69 CARD 108

The leader of a visiting delegation of telepaths is blamed for a horrifying series of memory invasions aboard the **U.S.S. Enterprise**.



'WE'LL ALWAYS HAVE PARIS'

FILE 69 CARD 23

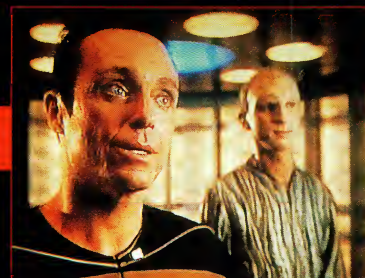


An investigation into the cause of severe temporal disturbances leads **Captain Picard** to the laboratory of **Dr. Paul Manheim**, and to an encounter with a woman he loved many years before.

'WHEN THE BOUGH BREAKS'

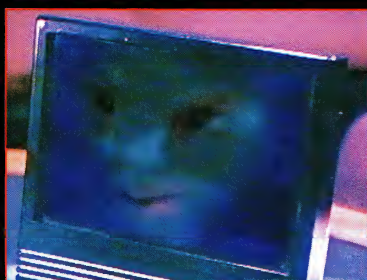
FILE 69 CARD 17

An advanced – and sterile – civilization offer immense knowledge to the crew of the **U.S.S. Enterprise**, in exchange for a number of children with whom they can propagate their species.



'WHERE NO ONE HAS GONE BEFORE'

FILE 69 CARD 5



Starfleet propulsion specialist **Kosinski**, and his mysterious assistant the **Traveler**, perform system upgrades on the **U.S.S. Enterprise**, which propels the starship into a distant region of space outside of the laws of physics.

'WHERE SILENCE HAS LEASE'

FILE 69 CARD 27

The lives of the **U.S.S. Enterprise** crew are put at risk when a malevolent alien entity expresses a desire to learn about death, and proceeds to use the starship crew as test subjects.



'WHO WATCHES THE WATCHERS?'

FILE 69 CARD 51



The **Prime Directive** is unwittingly violated when a **Federation** cultural observation post is discovered by a prewarp society of proto-**Vulcans**.

'THE WOUNDED'

FILE 69 CARD 84

The **U.S.S. Enterprise** tracks a renegade **Federation** captain, whose starship is responsible for an unprovoked attack on the **Cardassians**.



'YESTERDAY'S ENTERPRISE'

FILE 69 CARD 62

The appearance of the **U.S.S. Enterprise NCC-1701-C** causes an alteration in the timeline that thrusts the **Federation** into a war with the **Klingon Empire** – a war **Starfleet** is in danger of losing. Only **Enterprise** barkeep **Guinan** realizes that history has suddenly changed.



'When it Rains'

Colonel Kira Nerys is given a Starfleet commission and sent to aid Legate Damar's Cardassian resistance forces. Meanwhile, Dr. Julian Bashir diagnoses Odo with the Changeling disease, and makes a shocking discovery about the origins of the degenerative virus:

'WHEN IT RAINS'

"Well, gentleman, it seems the Klingon fleet is the only thing that stands between us and the Dominion."

— Admiral William Ross

The Federation discovers that the Breen's energy disruptor weapon can be negated by certain Klingon vessels, but the same defense is not readily available to other alliance ships. At the same time, Legate Damar's Cardassian rebels offer to help keep the Dominion's forces off-balance, but they are not experienced in guerrilla warfare. Captain Benjamin Sisko's solution is to send Colonel Kira Nerys to teach them how to fight back, as she can draw on her experience of waging a similar war against the Cardassian occupation of Bajor. Kira is accompanied by Odo, and the Cardassian renegade Garak. In order to make her advice more palatable to the Cardassians, the colonel is also given an official Starfleet commission.

Before departing, Odo leaves a portion of himself for Dr. Julian Bashir to study; preliminary tests reveal that the constable has somehow contracted the degenerative disease affecting the other Founders. Bashir requests Odo's early medical records from Starfleet, and after much prevarication finally receives them. The doctor soon realizes he has been sent false documents, and he suspects the involvement of the covert organization Section 31.

Dominion collaborators

Kira finds that her hardest task is to convince Damar's cell to treat their fellow Cardassians still serving the Dominion as traitors, and to have no qualms about attacking them. She is angered when the possibly hypocritical nature of her relationship with Odo, given his complicity during the Cardassian occupation of Deep Space Nine, is raised. Odo, meanwhile, is also beginning to experience the initial symptoms of the degenerative virus.

On Deep Space Nine, further study reveals that Odo contracted the disease while at Starfleet Medical, and it was he who unwittingly infected the Founders. Bashir concludes that if Section 31 have initiated genocide, they must also possess a cure. To save Odo, the doctor and Chief O'Brien will have to locate the cure without incurring reprisals from the sinister Section 31.

ON SCREEN...



1 Kira is granted a Starfleet commission so that she can instruct Damar's rebels in the art of guerilla warfare. For the good of the alliance, Commander Kira agrees to put aside her hatred for the Cardassian, who murdered Tora Ziyal.



2 Bashir initially believes that Odo caught the wasting disease when he linked with the Founder Leader. The doctor reassures Odo that it may be some time before he falls ill.



3 General Martok is decorated by Chancellor Gowron. The honor is tainted by Gowron's announcement that he will replace Martok as leader of the Klingon fleet.



4 Worf speculates that Martok's success and popularity threatens Gowron's position. He also notes that the chancellor has only limited tactical experience.



5 Damar's Cardassian resistance force resent taking advice from a Bajoran. Rusot is particularly disdainful of Kira's status as a former freedom fighter.



6 Dr. Bashir's efforts to find a cure for Odo are continually frustrated. He and Chief O'Brien must continue their search without attracting the attention of Section 31.

STARSHIP FACTS

The Pah-wraiths blind Dukat for attempting to read the Kosst Amojan.

'TACKLING INTO THE WIND'

"Why have I deteriorated so rapidly? I've been assuming dozens of forms over the past few weeks. Changing shape appears to accelerate the progress of the disease."

— Odo to Garak

'Tacking into the Wind'

Odo's condition continues to deteriorate while he stands alongside Colonel Kira Nerys in the Cardassian resistance. Kira hatches a daring plan to steal a Breen energy disruptor weapon, in order to give the Federation more of a fighting chance against the Dominion.

Odo's condition is deteriorating rapidly, but he does not want to concern Commander Kira Nerys, and so hides his pain from her. His partner already has enough problems with the Cardassian resistance fighter Rusot, who resents her advice.

Captain Benjamin Sisko and Chancellor Gowron clash over an ill-advised and ultimately disastrous raid by the Klingons into Dominion territory. Gowron intends to continue such raids; he secretly wants to discredit General Martok, whose popularity he sees as a political threat. It is also agreed that further analysis of the Breen energy disruption weapon may help to determine why only Klingon ships are immune to its effects.

Kira finally learns of Odo's failing health, but she prefers to let him retain his dignity by including him in a small team who plan to steal one of the Breen weapons from a Dominion repair base. There is further friction between Kira and Rusot, and Garak warns that she must deal with the rebel.

Question of honor

Worf fails to persuade Martok to supplant Gowron for the good of the empire. He asks Ezri Dax for her opinion, and she responds by saying that the Klingon Empire is corrupt. Worf is the most honourable person she knows – if he can accept this state of affairs, what hope is there for the Klingons?

Kira's raid on the Dominion facility initially fares well, but having taken over a Dominion starship her team discover that the Breen weapon is not yet fully installed.

Worf, meanwhile, accuses the chancellor of lacking honor. This provokes a fierce fight between the two warriors, which ends only with Gowron's death. Worf declines the position of chancellor and instead convinces Martok to become the empire's new leader.

Odo collapses on the Dominion ship, even as tensions continue to escalate. Rusot jeopardizes the mission by threatening Kira's life, and Damar is left with no choice but to kill his fellow Cardassian. The party escape after installing the Breen weapon, but Odo's health is now a source of extreme concern.

ON SCREEN...



1 Rusot, the second-in-command of the Cardassian resistance, resents the presence of a Bajoran adviser. He is initially backed by his leader, Legate Damar.



2 Chancellor Gowron has ordered ill-advised raids against Dominion territories. He puts his political ambitions above the safety of the Alpha and Beta quadrants.



3 Garak advises Kira to deal with Rusot. He also confides in the colonel that he sees Damar as the future head of the Cardassian Empire.



4 Ezri Dax's view of the Klingon Empire is enlightening. She contends that the race's ruling structure is riddled with corruption, accepted in the name of honor.



5 Worf challenges and kills Gowron, after the chancellor orders another raid with potentially disastrous consequences for General Martok.



6 Odo collapses not long after Kira's raiding party takes control of the Dominion starship. The colonel now feels free to express concern for her lover.

STARSHIP FACTS

Chief O'Brien suggests that Dr. Bashir should pretend he has found a cure for Odo, as this may lure a Section 31 agent to the station.

V continued

Velos VII Internment Camp

The **Cardassian** prison camp in which **Dr. Dekon Elig** was incarcerated. He was killed in 2362, while attempting to escape. (Starship Log: 'Babel' [DS9]) **SEE FILE 70**

Dr. Dekon Elig was imprisoned in the **Cardassian Velos VII camp** for terrorist activities.



Three women were given the **Venus drug** by **Harry Mudd**, to make them beautiful enough for him to trade as wives for settlers on distant planets.

Veloz Prime

An **Alpha Quadrant Class-M** planet, that was once located in the **demilitarized zone** between **Federation** and **Cardassian** space. The 2370 **Cardassian-Federation** treaty ceded possession to **Cardassia**, and in 2373 a biogenic weapon, lethal to **Cardassians**, was detonated on the planet by the **Maquis**. The weapon left the planet otherwise unharmed, as the **Maquis** hoped to colonise it. (Starship Log: 'For the Uniform' [DS9]) **SEE FILES 18, 70**

Veltan sex idol

A rare artistic artifact. When collector **Palor Toff** claimed to own one, **Kivas Fajo** boasted he possessed four. (Starship Log: 'The Most Toys' [TNG]) **SEE FILE 69**

Ven

A humanoid race from the **Delta Quadrant**, **Borg** designation **Species 6339**. The **Borg** assimilated 11 billion **Ven**, but they fought back by developing an artificial pathogen designed to infect a **Borg Vinculum**. (Starship Log: 'Infinite Regress' [VOY]) **SEE FILE 71**

Vendikar

This **Alpha Quadrant** planet in **Cluster NGC 321** perpetuated a five-century-long war with neighboring planet **Eminiar VII**, from where **Vendikar's** first colonists had originated. By 2267, the war was conducted entirely by computers that planned virtual attacks, and calculated casualties. The people designated as victims were required to report to a disintegration chamber within 24 hours. The war ended when **Captain James Kirk** closed **subspace** communications between the worlds. (Starship Log: 'A Taste of Armageddon' [TOS]) **SEE FILES 18, 60, 68**

Venice holoprogram

Tom Paris recreated the canals of Venice, Italy, in the **U.S.S. Voyager NCC-74656's** holodeck. Paris and **Harry Kim** used the setting for a brief date with the **Delaney** sisters. (Starship Log: 'Prime Factors' [VOY]) **SEE FILE 71**

Ventanian thimble

This archeological artifact was kept by **Captain Picard** on his desk in the **U.S.S. Enterprise NCC-1701-D** ready room. It dated from **Ventania's Lapeongical** period, and was recognised by **empathic metamorph Kamala**. (Starship Log: 'The Perfect Mate' [TNG]) **SEE FILE 69**

Ventar system

This planetary system is located in the **Alpha Quadrant**. (Starship Log: 'Resurrection' [DS9]) **SEE FILE 70**

Ventax II

A **Class M** planet in the **Alpha Quadrant**, first contacted by the **Klingons** in 2297. In the distant past, geological upheaval and constant conflict were the norm. **Ventaxian** legend has it that this period ceased after the **Contract of Ardra**, when a mythical being named **Ardra** conferred a millennium of peace and prosperity in exchange for the population surrendering into slavery after a thousand years. **Ardra's** return would be heralded by "the shaking of the cities," which duly occurred when someone claiming to be **Ardra** appeared on **Ventax** in 2367. (Starship Log: 'Devil's Due' [TNG]) **SEE FILES 18, 58, 69**

ventral impeller

A means of propulsion for **Jem'Hadar Warships**. The ventral impeller is mounted on the vessel's underside. (Starship Log: 'The Ship' [DS9]) **SEE FILES 40, 70**

Venture NCC-71854, U.S.S.

This **Galaxy-class Federation** starship led the taskforce sent to aid **Deep Space Nine** when the **Klingons** invaded **Cardassian** space in 2372. The **Venture** later took part in the mission to regain control of **Deep Space Nine** from the **Dominion** in 2374. In the same year it accompanied four **Galaxy-class** starships to form part of the combined **Federation, Klingon, and Romulan** fleet that successfully wrested the **Chin'toka system** from **Cardassian** control. (Starship Log: 'The Way of the Warrior' [DS9]) **SEE FILES 31, 70**

Venus

The **Sol system's** second planet and site of terraforming operations in 2371. **Chakotay's Starfleet** pilot training incorporated sessions on **Venus** for two months, training him to cope with atmospheric storms. (Starship Log: 'Past Tense', Part I [DS9]; 'Future's End', Part II [VOY]) **SEE FILES 7, 70, 71**

Venus drug

A substance illicit in the 23rd century, purporting to make members of the opposite sex more attractive to each other. Later research indicated a placebo produced similar results, suggesting that self-confidence prompted the primary effect. (Starship Log: 'Mudd's Women' [TOS]) **SEE FILES 7, 44, 68**

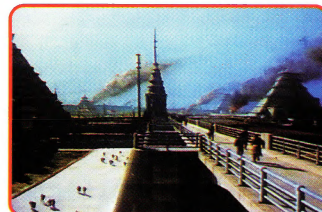
Vera Cruz, U.S.S.

This **Federation** ship brought fresh troops and engineers to the besieged **AR-558** in 2375. The vessel also transferred **Nog, Bashir**, and wounded soldiers to the hospital at **Starbase 371**. (Starship Log: 'The Siege of AR-558' [DS9]) **SEE FILE 70**

Velos VII Internment Camp
Veloz Prime
Veltan sex idol
Ven
Vendikar
Venice holoprogram
Ventanian thimble
Ventar system
Ventax II
ventral impeller
Venture NCC-71854, U.S.S.
Venus
Venus drug
Vera Cruz, U.S.S.
Verad
Verath
Veridian III
Veridian IV
Veridian system
veridium isotopes
Veridium Six
Verillians
vermicula
vertazine
verterium cortenide
verteron
verteron mine
verteron nodes
Vertiform City



Collector **Kivas Fajo** liked to boast that he owned four **Veltan sex idols**.



Ardra, a con artist, tried to enslave the people of **Ventax II**, but she was foiled by **Captain Jean-Luc Picard**.



A **JEM'HADAR WARSHIP**, driven by a **ventral impeller**, crashlanded on the planet **Torga** in 2371 killing the entire crew.



Verad

This prospective **Trill** candidate for hosting a **symbiont** refused to accept his rejection, despite the fact that 90 percent of all applicants are turned down. In 2370, Verad attempted to transfer **Jadzia Dax's** symbiont to himself, having already employed **Klingon** mercenaries to take control of **Deep Space Nine**, and forced medical personnel to carry out the required surgery. He briefly hosted the symbiont, but when control of the station was regained the operation was reversed. The removal left Verad mentally diminished, and with a different personality. His partner **Mareel** pledged to provide care for the remainder of Verad's life. (Starship Log: 'Invasive Procedures' [DS9]) **SEE FILES 18, 70**



Verad could not accept the fact that the **Trill Symbiosis Commission** had rejected him as a potential symbiont host.

Verath

A **Gamma Quadrant** star system. According to archeologist **Vash**, the Verathans reached their civilized plateau 30000 years previously, and traded with other systems via a complicated communication network. (Starship Log: 'Q-Less' [DS9]) **SEE FILE 70**

Veridian III

An uninhabited **Class-M** planet in the **Alpha Quadrant's Veridian system**, selected as the ideal launching place for **Dr. Tolian Soran's trilithium** probe in 2371. His plan was to attract the **nexus energy ribbon** to the planet. The **saucer section** of the **U.S.S.**



Enterprise NCC-1701-D crashed on Veridian III, and Soran's trilithium probe exploded on the planet's surface. During these incidents, **Captain James Kirk** died on the planet and was buried on a mountain top. (Starship Log: **Star Trek: Generations**) **SEE FILES 25, 53, 78**

The separated saucer section of the **U.S.S. ENTERPRISE NCC-1701-D** crashlanded on the planet Veridian III in 2371, after the entire ship was attacked by the **Duras sisters' forces**. The vessel was written off, but there were no fatalities.

Veridian IV

A **Class-M** planet in the **Alpha Quadrant's Veridian system**. In 2370, it maintained a population of 230 million humanoids living in agrarian harmony. (Starship Log: **Star Trek: Generations**) **SEE FILE 78**

Veridian system

An **Alpha Quadrant** star system with four planets. By 2371, **Veridian III** and **Veridian IV** were **Class-M** worlds, although only the latter was populated. The **nexus energy ribbon** passed through the system in 2371. (Starship Log: **Star Trek: Generations**) **SEE FILES 5, 78**

veridium isotopes

These residual particles are emitted by **Ba'Neth** cloaking fields. In 2376, the presence of still-active veridium isotopes in the **Delta Flyer** permitted **Kesat** investigator **Naroq** to illuminate a Ba'Neth individual for the first time. (Starship Log: 'Riddles' [VOY]) **SEE FILE 71**

Veridium Six

An untraceable toxic substance that acted cumulatively when **Duras** administered it to **K'mpec** in 2367. The small doses that were given to the **Klingon** leader in glasses of wine ultimately proved fatal. (Starship Log: 'Reunion' [TNG]) **SEE FILE 69**

Verillians

A race that required sophisticated weapons in 2373, eventually obtaining them from the **Metron Consortium**. (Starship Log: 'Business as Usual' [DS9]) **SEE FILE 70**

vermicula

These worm-like creatures are enthusiastically consumed by the humanoid inhabitants of **Antede III**. (Starship Log: 'Manhunt' [TNG]) **SEE FILE S 18, 69**

vertazine

This medicine was dispensed by **Starfleet** doctors to prevent instances of vertigo. (Starship Log: 'Cause and Effect' [TNG]) **SEE FILE 69**

verterium cortenide

A bonding of **polysilicate verterium** and **monocrystal cortenium** that was used to construct the **warp coils** on **U.S.S. Voyager NCC-74656**. (Starship Log: 'Investigations' [VOY]) **SEE FILE 71**

verteron

A form of subatomic particle, which, when artificially duplicated, enables spaceships to pass safely through the **Bajoran wormhole** while on impulse power. Within the wormhole there are collections of verterons known as verteron nodes. Verterons can block sensor scans, and in 2369 it was suggested they be used to disguise the **U.S.S. Pegasus NCC-53847** from **Romulan** sensors. Verteron particles were also used to restore the **Delta Quadrant Barzan wormhole**, and in 2371, the **U.S.S. Voyager NCC-74656** found verterons in a micro-wormhole. (Starship Log: 'The Pegasus' [TNG]; 'Emissary' [DS9]; 'Eye of the Needle' [VOY]) **SEE FILES 69, 70, 71**

verteron mine

These weapons, disguised as signal buoys, were constructed to transmit a massive **verteron** pulse when a ship approached, thus disabling all **subspace** systems within the vessel. The verteron mine was created by **Hekaran** scientists **Serova** and **Rabal**. (Starship Log: 'Force of Nature' [TNG]) **SEE FILE 69**

Serova and Rabal booby-trapped the **Hekaras Corridor** with verteron mines. Captain Picard later listened to their theory that warp fields were damaging the fabric of space.



verteron nodes

These collections of **verteron** particles within the **Bajoran wormhole** appear as spherical objects. They usually cause no adverse effects, but, in 2370, radiation from verteron nodes was deemed responsible for activating resonance leakage that expanded a **protouniverse** being transported through the wormhole. (Starship Log: 'Playing God' [DS9]) **SEE FILE 70**

Vertiform City

The destination of assorted **holodeck** characters, stored in files on the **U.S.S. Enterprise NCC-1701-D** and activated by an emergent life form in 2370. Vertiform City proved to be a white dwarf star that would provide the **verteron** particles the life form needed to survive. (Starship Log: 'Emergence' [TNG]) **SEE FILE 69**



V continued

version

A subatomic particle endemic to white dwarf stars, and used by the **emergent life form** aboard the **U.S.S. Enterprise NCC-1701-D** to conceive a semi-organic life form. **Chief Engineer Geordi La Forge** created further versions for the creature by detonating a **photon torpedo**. (*Starship Log: 'Emergence' [TNG]*) **SEE FILE 69**

veruul

A **Romulan** expletive once used by **Will Riker** to **Alidar Jarok**. (*Starship Log: 'The Defector' [TNG]*) **SEE FILE 69**

Veta, Admiral

This officer visited **Deep Space Nine** in 2373, as a **Starfleet** representative for the aborted signing of **Bajor** into the **Federation**. (*Starship Log: 'Rapture' [DS9]*) **SEE FILES 19, 70**

Vetar

A **Galor-class Cardassian Warship** under the command of **Gul Evek** during a survey mission to the **Alpha Quadrant** planet **Dorvan V** in 2370. The **Vetar** was destroyed in the **Badlands** the following year. (*Starship Log: 'Journey's End' [TNG]; 'Caretaker' [VOY]*) **SEE FILES 69, 71**

Vhnori

A technologically advanced humanoid civilization who believe that after death they reach a higher level of existence known as the **Next Emanation**, where they are reunited with deceased relatives. **Harry Kim**, from the **U.S.S. Voyager NCC-74656**, is the only human known to have visited the Vhnori homeworld, having been transported there by a **subspace vacuole** in 2371. (*Starship Log: 'Emanations' [VOY]*) **SEE FILES 18, 71**

Vhnori transference ritual

The ceremony by which dead **Vhnori** reach the afterlife, known to the Vhnori as the **Next Emanation**. Corpses were dispatched via a **subspace vacuole**, a phenomenon known to the Vhnori as **spectral rupture**. (*Starship Log: 'Emanations' [VOY]*) **SEE FILES 18, 71**

Vians

Advanced humanoid beings of unknown origin, who aided inhabitants of the **Minaran star system** when their star went nova. Limited resources meant they could only protect the residents of one planet in the system. They elected to save **Minara II**, after witnessing one of their people, a **Minaran empath** named **Gem**, healing others. (*Starship Log: 'The Empath' [TOS]*) **SEE FILES 18, 68**

When the Minaran system's star went nova in 2268, the Vians carried out experiments to help them decide which planet's inhabitants they would save.



The Vhnori send their dead to the **Next Emanation** by placing them in a cenotaph, and carrying out the **Vhnori transference ritual**.

Vicarian razorback

An aggressive and therefore dangerous beast. (*Starship Log: 'The Die is Cast' [DS9]*) **SEE FILE 70**

Vico NAR-18834, S.S.

This **Oberth-class Federation** starship carried out a reconnaissance mission within the **Alpha Quadrant's Black Cluster** in 2368. Severe gravitational wavefronts, exacerbated by the ship's shields, destroyed the **Vico**. Only a single survivor, **Timothy**, was rescued when the **U.S.S. Enterprise NCC-1701-D** searched for the ship. (*Starship Log: 'Hero Worship' [TNG]*) **SEE FILES 31, 69**

Victory, H.M.S.

The flagship of Earth naval hero **Admiral Horatio Nelson** when he won a famous victory at the **Battle of Trafalgar** in 1805. **Geordi La Forge** constructed an intricate model of the **Victory** as a present for **Captain Zimbata** of the **U.S.S. Victory NCC-9754**. (*Starship Log: 'Elementary Dear Data' [TNG]*) **SEE FILES 43, 69**

Victory NCC-9754, U.S.S.

A **Constellation-class Federation** starship commanded by **Captain Zimbata** in 2362, when **Geordi La Forge**, then an ensign, was among the crew. An away team from the ship transported to **Alpha Quadrant** planet **Tarchannen III**, and were all infected with a DNA strand compelling them to return there after five years. (*Starship Log: 'Identity Crisis' [TNG]*) **SEE FILES 31, 43, 69**

Victurium alloy

A metal utilized in the structure of some **Federation** starships, known to prevent **transporter** penetration under certain conditions. (*Starship Log: 'Hero Worship' [TNG]*) **SEE FILE 69**

Vidiiian Sodality

The governing body of the **Delta Quadrant's** **Vidiiian** people. (*Starship Log: 'Phage' [VOY]*) **SEE FILES 18, 71**

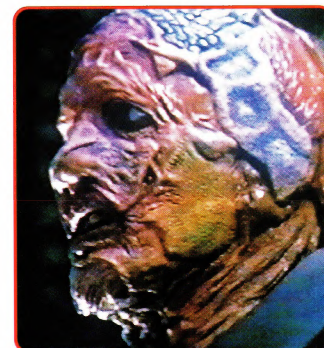
Vidians

A **Delta Quadrant** civilization devastated by a disease called the **phage**, which destroys bodily organs. The only means of survival for the **Vidians** was to constantly replenish parts through organ transplantation. Their society transformed from a civilized people to a population driven to extracting organs from unwilling donors, many of whom were first pressed into slavery to compensate for the feeble condition of the **Vidians**. Their medical capabilities improved greatly to enable interspecies transplantation. (*Starship Log: 'Phage' [VOY]*) **SEE FILES 18, 71**

version
veruul
Veta, Admiral
Vetar
Vhnori
Vhnori transference ritual
Vians
Vicarian razorback
Vico NAR-18834, S.S.
Victory, H.M.S.
Victory, NCC-9754, U.S.S.
Victurium alloy
Vidiiian Sodality
Vidians
viewer
Vigo
Vigo, Jason
Vigo, Miranda
vihaar
viinerine
Vilix' pran
vilm sauce
Vilmor II
Vin
Vina
Vinculum
Vinka
Vinod
Viorsa



Timothy was orphaned when the **S.S. VICO NAR-18834** was destroyed. Rescued by the **U.S.S. ENTERPRISE NCC-1701-D** crew, the 10-year-old boy helped them escape the same fate as the **VICO**.



In 2375, the group informally known as the **'Think Tank'** claimed they had discovered a cure for the **Vidiiian phage**.



viewer

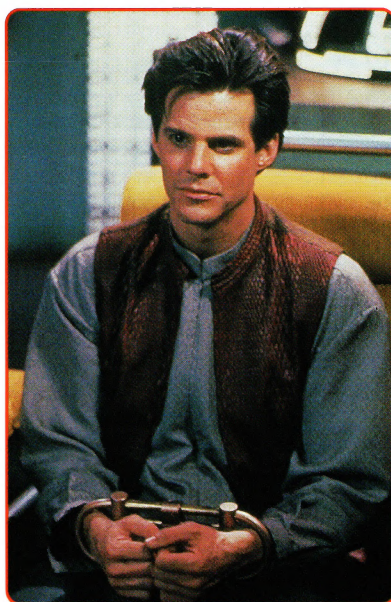
A term that encompasses the many display screens aboard **Federation** starships. They can be computer screens or holographic representations, and vary in size between a desktop screen and the main viewer on a starship's bridge. (*Starship Log*: 'The Cage' [TOS]; 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 67, 68, 69, 70, 71**

Vigo

In 2355, this weapons officer served under the command of **Jean-Luc Picard** aboard the **U.S.S. Stargazer NCC-2893**, a starship involved in the **Battle of Maxia**. (*Starship Log*: 'The Battle' [TNG]) **SEE FILES 31, 69**

Vigo, Jason

Human male born to **Miranda Vigo** and a **Starfleet** officer in 2346; he was not told his father's identity. Jason and his mother moved to **Camor V** in 2358, where he was arrested on several occasions for minor offenses. In 2370, **DaiMon Bok** resequenced Jason's DNA as part of a vengeful plan against **Jean-Luc Picard**. The **Ferengi** passed the young man off as Picard's son, and planned to kill Jason once he had bonded with his 'father.' The genetic manipulation prompted **Forrester-Trent Syndrome**, which revealed Bok's deception. Jason then returned to Camor V. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 44, 69**



▶ **Jason Vigo believed his father was Jean-Luc Picard. The captain had a brief affair with Jason's mother, Miranda, in 2346.**

Vigo, Miranda

Born on the **Alpha Quadrant** planet **New Gaul** in 2320, Miranda Vigo became a botanist, and experienced a brief and passionate relationship with **Jean-Luc Picard** in 2346. They lost touch, and the following year Miranda gave birth to **Jason Vigo**, with whom she moved to **Camor V** in 2358. During her stay there she cared for children orphaned by the **Cardassian** war, teaching them to read and care for crops. She was murdered by two men desperate for the food she carried. (*Starship Log*: 'Bloodlines' [TNG]) **SEE FILES 44, 69**

vihaar

A superstition commonly held by **Malon Freighter** crews. The vihaar is believed to be a creature born of **radiogenic** waste that lives in **theta** storage tanks and wreaks havoc by haunting freighters. (*Starship Log*: 'Juggernaut' [VOY]) **SEE FILE 71**

▶ **A vihaar monster encountered by the crew of a MALON FREIGHTER in 2375 turned out to be one of their severely disfigured colleagues.**



viinerine

A traditional **Romulan** food. (*Starship Log*: 'Face of the Enemy' [TNG]) **SEE FILES 12, 69**

Vilix'pran

An officer stationed on **Deep Space Nine** who was promoted from ensign in 2371 to lieutenant by 2373, during which time he had six batches of offspring via **budding**, with two more **buds** due. (*Starship Log*: 'Apocalypse Rising' [DS9]) **SEE FILE 70**

vilm sauce

A condiment accompanying **nozala** sandwiches. (*Starship Log*: 'Honor Among Thieves' [DS9]) **SEE FILE 70**

Vilmor II

A planet in the **Alpha Quadrant's** **Vilmoran system**, where the ocean beds were dry and supported little life. Millions of years previously, the oceans had been teeming with life seeded by ancient humanoids. Genetic codes from fossil deposits supplied the final solution to this interstellar puzzle. (*Starship Log*: 'The Chase' [TNG]) **SEE FILES 6, 69**

Vin

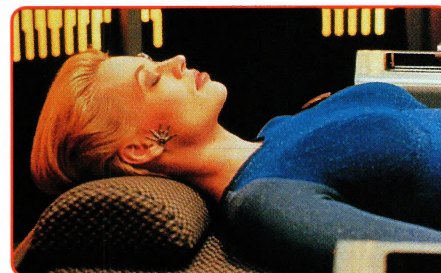
A **Sanctuary District** police sergeant in Earth's San Francisco. He was held hostage during the **Bell Riots** of 2020. (*Starship Log*: 'Past Tense', Parts I and II [DS9]) **SEE FILE 70**

Vina

The only surviving crew member when the **S.S. Columbia** crashed on the **Alpha Quadrant** planet of **Talos IV**. Her care and recuperation were handled by the **Talosians**, who had no idea what a human female looked like. As a result, Vina was left with terrible facial scarring. (*Starship Log*: 'The Cage' [TOS]) **SEE FILE 67**



▶ **Vina could only retain her illusion of beauty when she was under the influence of the Talosians on the planet Talos IV.**



▶ **A sabotaged Borg Vinculum caused Seven of Nine to exhibit multiple personalities.**

Vinculum

A **Borg** thought processor found in every Borg ship. The Vinculum coordinates the hive mind, eliminating individual thoughts and broadcasting orders and important data via a **subspace** interlink frequency. (*Starship Log*: 'Infinite Regress' [VOY]) **SEE FILE 71**

Vinka

Harry Kim was briefly smitten with this attractive **Qomar** female, until he discovered she merely wanted him to introduce her to the **Doctor**. (*Starship Log*: 'Virtuoso' [VOY]) **SEE FILE 71**

Vinod

The son of **Alixus**, who aided her in maintaining the pretense that the passengers on the **Santa Maria** had been stranded on **Alpha Quadrant** planet **Orellius** without access to technology for 10 years. When the deception was revealed, Vinod was taken into custody with his mother. (*Starship Log*: 'Paradise' [DS9]) **SEE FILES 4, 70**

Viorsa

When severe glaciation afflicted the **Delta Quadrant** **Kohl settlement**, Viorsa was one of five settlers to enter a hibernation system. A malfunction in the system created an evil **clown** from their collective subconscious fears, and this clown killed Viorsa. (*Starship Log*: 'The Thaw' [VOY]) **SEE FILES 18, 66, 71**